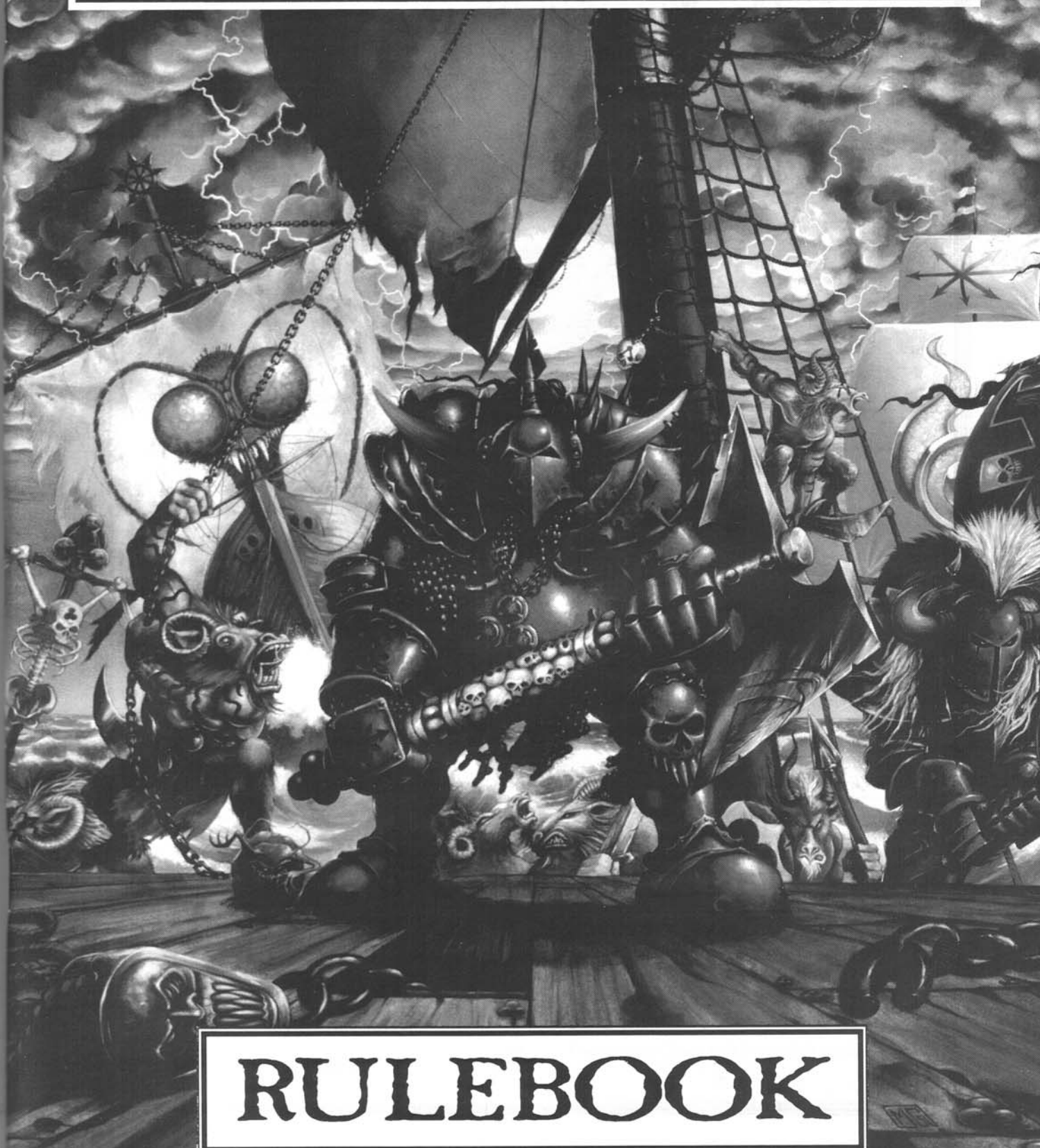
PLAGUE FLEET™

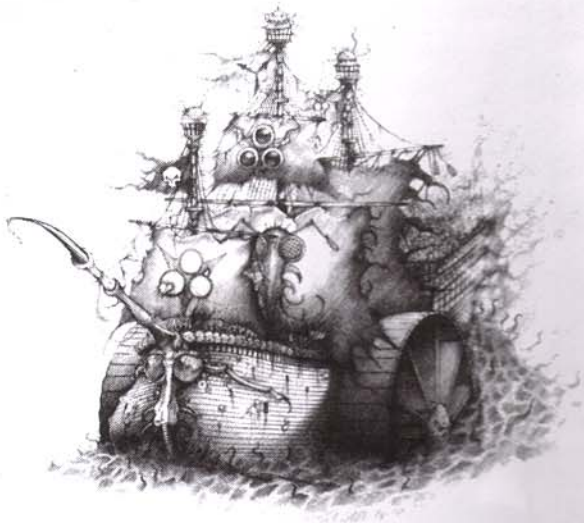


RULEBOOK

PLAGUE FLEET™

Chaos Warships in the Man O' War™ Game

BY ANDY JONES



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Nurgle Scan

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INTRODUCTION

Beyond the icy seas of Kislev and the Sea of Claws lies the dark Realm of Chaos. It is here that resides a greater danger than any posed by the mortal enemies of the nations of the Known World. Within the Chaos Wastes nature itself has become corrupted and the very earth rebels against what it has become; in this wild and dangerous place the trees moan in eldritch voices and the rocks scream their hate at a dark and uncaring sky.

The seas of this inhuman realm are the most dangerous and deadly waters of the Known World. From deep within the Seas of Chaos sail forth the Plaguefleets of Chaos, waging constant war and carrying the fatal taint of Chaos across the globe. They are perhaps the ultimate enemy and greatest threat to the ocean-going warfleets of the Known World.

The following pages contain new rules and Fleet Lists for the Fleets of Chaos, including Khorne Bloodships, Hellships of Slaanesh, Great Winged Terrors of Tzeentch, Plagueships of Nurgle, Deathgalleys, and details of the Skaven and Chaos Dwarf fleets. Plague Fleet also introduces Chaos Sorcerers, dark Wizards who draw on the power of the Warp to wreak hideous destruction on the enemy ships.

Plaguefleet's full contents list is as follows:

- 1 × 72 Page Rulebook (You're reading it!)
- 1 × Chaos Magic Deck (32 Cards)
- 1 × Skaven Magic Deck (8 Cards)
- 1 × Chaos Reward Deck (32 Cards)
- 7 × Chaos Terrain Pieces
- 1 × Scatter Dice
- 1 × Artillery Dice
- 1 × Poisoned Wind Template (Green Circle)
- 1 × Howling Insanity Template (Lightning Circle)
- 1 × Vortex Template
- 1 × Great Leveller Template (Large, Orange Circle)
- 1 × Wind of Chaos Template (Purple Circle)
- 1 × Warpfire Thrower Template
- 1 × Nurgle Slime Trail Template
- 2 × Clan Eshin Plagueburner Templates
- 1 × Hawkship Turn Template
- 40 × Ship Templates
- 2 × Range Rulers
- 1 × Chaos Sorcerer Template
- 1 × Skaven Grey Seer Template
- 36 × Wound Counters
- 24 × Grey Seer Warpstone Counters
- 11 × Great Bell Counters
- 15 × Energy of Tzeentch Counters
- 104 × Skaven Crew Counters
- 5 × Skaven Assassin Counters
- 10 × Skaven Rat-Ogre Counters
- 1 × Chaos Sorcerer Power Counter
- 4 × Death Frenzy Counters
- 4 × Crawling Flesh Counters
- 4 × Curse of the Horned One Counters
- 1 × Warlock Champion Counter
- 1 × Warlock Master Counter
- 1 × Skaven Warlord Counter
- 1 × Grey Seer Counter
- 1 × Chaos Lord Counter
- 1 × Chaos Dwarf Battlelord Counter
- 1 × Chaos Sorcerer Counter
- 12 × Nurgle's Rot Counters
- 12 × Pink Horror Counters
- 40 × Chaos Experience Counters
- 218 × Chaos Crew Counters

NOTES

Since we released the Man O' War game we have been playing a lot of battles and have come across a few points that need explaining more clearly.

Movement Reduction

Some people seem to be confused about the reduction in a ship's speed when it loses a sail or engine. Where the template says the ship loses a third of its move it means a third of the ship's *original* move, not a third of its current move. We have altered the way we phrase this on the templates in this book to make it clearer.

For example, a Galleon with a move of 9" under sail loses its front mast. Its speed, therefore, is reduced to 6" (9" - 3", which is a third of its move). If the same ship then lost its rear mast, its speed would be reduced by another 3" (again, a third of its original move of 9"), taking it down to 3"; it would not go down to 4" as you might expect.

Dice Inches

Some ships, like the Orc Drilla-killa, roll one or more dice at the start of each turn to see how far they can move. This is usually written as 'dice inches' or 'dice "' on their templates.

For instance, an Orc Drilla-killa rolls 3 dice to see how far it can move, and therefore has a movement rate of 3 dice inches or 3 dice ".

Where a movement rate is written like this, simply roll the number of dice indicated and add them together to determine the ship's actual movement rate for that turn.

Identifying Ships

Some people have asked what the blank squares in the top-left corner of the ship templates are for. As stated on page 10 of the Man O' War rulebook, in the 'Your First Game' box, you can either write a description of the ship or paint a copy of the ship's sail or pennant here to identify which model the template refers to. This makes it easier to keep track of which ship template belongs to which model. The Wargalley templates that came with the game have already been filled in with the sail designs from the painting guide as an example.

CHAOS

The people of the Old World live in constant fear of Chaos. To them it is a two-fold danger – armies of unnatural creatures prowl the borders of civilised lands and sail the northern seas, waiting for any opportunity to attack, while the corrupting influence of Chaos threatens their society from within.

To the far north of the Old World lies a region known as the Northern Wastes and beyond is the Realm of Chaos itself, breeding ground of Chaos Monsters and refuge of the Chaos Warbands. Very few Old Worlders have ever travelled beyond the Northern Wastes, but tales speak of a land immersed in perpetual darkness lit only by monumental pillars of flame that soar high into the sky. A place where days run backwards, a land where great champions from past times still fight on, trapped in a timeless world of eternal battle, and countless other perversions that mutate time and space in strange and unpredictable ways. From this nightmare region the armies of Chaos sweep down upon the world and the Plaguefleets set sail.

Several times in the history of the Old World the armies of Chaos have swept down through the northlands and overwhelmed everything in their path. Fortunately the Incursions of Chaos, as these major invasions are called, are rare, and so far have always been beaten back.

The Chaos armies and the Realm of Chaos are the creations and playthings of the Chaos Gods. There are many outlandish Chaos Gods, but the most important are the four Great Powers: Khorne the Blood God, the most warlike and bloodthirsty; Slaanesh Lord of Pleasure, decadent and self-centred; Nurgle the Lord of Decay, master of disease and physical corruption; and Tzeentch the Changer of the Ways, architect of change, whose chief tool is magic.

These four continuously play with the lives of their followers and slave creatures, sometimes joining forces to invade the Old World, but at other times pitching their own followers against each other simply to determine which will survive the longest. Why they act in this unpredictable and whimsical manner is beyond comprehension. The strange purposes and motivations of the Chaos Powers surpass understanding, and cannot be divined by human reasoning or logic.

A mortal who finds himself in the clutches of Chaos is just as likely to be destroyed or twisted into some mindless plaything as he is to be gifted with marvellous powers. A mortal who happens to entertain, please or amuse a Chaos God can find himself showered with gifts such as only gods can bestow including the ultimate gift of immortality, eternal life as a Daemon with undreamed of powers.

The hordes of Chaos are as varied as the actions of their patrons. Besides the thousands of men that worship these dread Gods, there are the Beastmen – descendants of people and beasts who were mutated centuries ago by the twisted energy of Chaos – and creatures whose bodies are so misshapen and grotesque they are simply called Chaos Spawn. All of these creatures are the creations of Chaos in some way or other.

Not all these creatures are intelligent. Many are ravening beasts and some are drooling idiots that must be goaded into battle if they are to be of any use. These creatures do not co-operate readily, but they may join forces for a short while for some specific purpose before dividing again into innumerable inter-warring factions, each pursuing their own individual aims. The one cause that always brings Chaos Creatures together is a major Incursion, when Daemons and monsters sweep down from the North, and Chaos Creatures from all over the Old World flock to fight beneath the dark Daemonic banners of Chaos.

It may come as a surprise to find that the Chaos Gods value their human followers far above their own minions – the Daemons that serve them and Creatures of Chaos whose forebears they created. None-the-less this is so, for Daemons and Creatures of Chaos have little choice about their nature, and the only way the Chaos Gods can increase their power is by recruiting men or other intelligent free-willed creatures to their cause. Some of these souls are easily won: brigands, bandits and outcasts who would willingly follow any leader that brought them plunder and offered them protection. Such individuals are all too common in the Old World but there are few strong willed and powerful enough to turn into true Chaos Warriors.

The most important sea-faring followers of Chaos are the Chaos Lords – Admirals chosen by the Chaos Gods as their champions and given command of the Ships of Chaos.

The Chaos Gods take great interest in their champions and will favour them with all kinds of gifts including magical weapons, arcane abilities, and strange physical mutations such as horns, bestial faces, and beast-like talons. These disfigurements are borne with pride by the Chaos Lord as a symbol of his complete allegiance to his master.

The Chaos Lords are really representatives of the Chaos Gods and as such they constantly strive to outdo each other. Sometimes their masters send them on secret and special missions or direct them to band together. On other occasions they will be deliberately set upon each other to determine which is fit to be rewarded with fresh gifts.

The ultimate reward for a successful Chaos Lord is to be gifted with immortality as a Chaos Daemon, so that he can live forever by his master's side and continue to fight on his behalf. It is this dream that drives the Chaos Lord onwards, although only a very few will achieve immortality. Most will either die in combat or their masters will reward them with so many horrendous mutations they become mindless slavering things, beasts with malformed bodies and only the barest recollection of their former glory.

CHAOS CULTISTS

The majority of crewmen on a Chaos ship are Chaos Cultists. These are men who have just started on the Chaos path, usually lured by promises of fabulous rewards and immortality, and have yet not been touched by the more extreme effects that the Powers bestow on their followers. A Chaos Cultist's appearance is not much different from any normal sea-faring warrior; where a Chaos Cultist differs is in his temperament and motives – where most brigands are driven by greed and a lust for gold, a follower of Chaos seeks only the favourable eye of the Power he serves.

CHAOS WARRIORS AND CHAOS KNIGHTS

Chaos Warriors and Chaos Knights are individuals who, for whatever reason, have thrown in their lot with one of the Gods of Chaos by joining the crew of a Chaos Lord. By doing this they have chosen to accept a life of bloodshed and adventure in return for the chance of gaining the favour of their master and achieving immortality as a Daemon. Like Chaos Cultists, many of these followers are little more than madmen, pirates and outcasts fleeing from justice, and discontents seeking refuge from persecution.

However, not all Chaos followers come from the dregs of society: their ranks can also include deposed nobles, brave warriors unfairly accused of crimes, and young fortune hunters seeking the ultimate adventure. If a Chaos Warrior proves himself in battle he may be lucky enough to be recognised by one of the Chaos Gods as worthy to become a Chaos Lord himself.

Chaos Warriors are powerful fighters. Over time they inevitably acquire mutations such as huge fangs, horns, bestial claws, strange coloured skin, extra eyes, and countless other deformities, some of which make them extraordinarily tough or strong. Many Chaos Warriors wear all-enclosing suits of thick armour, often covering their mutations beneath a sinister helmet.

BEASTMEN

Beastmen call themselves the Children of Chaos. Many hundreds of years ago their forebears were ordinary humans and animals who became mutated by Chaos and turned into the half-man half-beast Beastmen.

Most Beastmen have either goat or bull heads with long horns, and are calls *Gors*. Beastmen without horns are called *Bray*, and are regarded as poor relations by other Beastmen who take great pride in the size and number of their mighty horns.

All Beastmen are brutish in the extreme and much given to celebrating their victories with wild dancing and excesses of drunkenness. They fight in warbands led by old, savage warriors who have long since proved their ability to lead. Beastmen are powerful and very resilient fighters with big, brutish heads, sharp piercing horns, and as often as not hooves that can kick in a man's rib cage and break his limbs.

These are the crews of Chaos ships. Deadly opponents and the greatest threat to the warfleets of the Known World.

CHAOS FLEETS

There are two types of Chaos Fleet: a Plaguefleet, which combines ships of the four major Chaos Powers, Khorne, Slaanesh, Tzeentch and Nurgle; and an experienced Chaos Champion's fleet, aligned to a single Chaos Power.

PLAGUEFLEETS

Within the Sea of Chaos, Chaos Fleets constantly fight one another to gain superiority. The overall winner of these bloody battles often leads the surviving vessels to ravage the Known World, combining the remaining ships into an awesome Plaguefleet against which none can stand.

A Plaguefleet is very different from any other Man O' War fleet. Where other races usually have a few Men O' War chosen from a small range, a Plaguefleet has a much larger number of Men O' War, all very different to one another. The Plaguefleet Fleet List, below, gives you a summary of the Plaguefleet's composition.

Each Man O' War in a Plaguefleet reflects the warped nature of its patron Chaos Power. Bloodships, for instance, are well suited to bloody boarding actions, while Great Winged Terrors are magical vessels that float above the waves. This makes a Plaguefleet a very difficult foe, as it has a wide range of tactical options available to it at any point in the battle.

OTHER CHAOS FLEETS

It is sometimes the case that a fleet of a single Chaos Power sails forth from the Sea of Chaos. Such a fleet is usually commanded by an experienced Chaos Lord, who either scorns the other Chaos Powers and who will fight them as readily as anyone else, or has been rewarded with a complete fleet largely loyal to one Power.

When a Chaos Lord can no longer find an equal in the Seas of Chaos, he may sail forth to do battle with the fleets of the Known World. Such a warrior will command a fleet loyal to his patron Power, be that Khorne, Slaanesh, Tzeentch or Nurgle.

PLAGUEFLEET

A Plaguefleet may consist of the following:

Men O' War: 1+

You may not have a second Man O' War of one Chaos Power until you have at least one of each in your fleet.

Cost: 150 points per Khorne Bloodship.
150 points per Slaanesh Hellship.
150 points per Tzeentch Great Winged Terror.
150 points per Nurgle Plagueship.

Ship of the Line Squadrons: 1+

At least one squadron of three Deathgalleys.

Cost: 200 points per squadron.

Any number of squadrons of three Ironsharks.

Cost: 150 points per squadron.

Any number of squadrons of three Plaguecrushers.

Cost: 150 points per squadron.

Any number of squadrons of three Hellrammers.

Cost: 75 points per squadron.

Any number of squadrons of three Hellslicers.

Cost: 75 points per squadron.

Chaos Sorcerer: 0-1

The Chaos Sorcerer is always aboard a Bane Tower of Tzeentch.

Cost: 200 points including Bane Tower of Tzeentch.

Chaos Lord: 1

A Plaguefleet is commanded by a single dominant Chaos Lord of one of the four Chaos Powers (your choice). He will be aboard a Man O' War of his own Power, e.g. a Chaos Lord of Khorne will be aboard the fleet's Bloodship. The ship he is aboard is the fleet's flagship.

Cost: Free. See *Chaos Crews*.

Chaos Reward Cards: 0+

Note that the Plaguefleet's flagship does not receive a free Chaos Reward card.

Cost: 25 points per card.

Man O' War cards are not available to the Plaguefleet.

CHOOSING A CHAOS FLEET

You may pick a Chaos Fleet from any of the Fleet Lists in this section. If you wish to combine two or more of the lists, choose from the Plaguefleet list. The basic size for a Chaos Fleet is 1000 points, just as in Man O' War.

KHORNE FLEETS AND MAGIC

A Khorne Fleet does not have a Chaos Sorcerer. This is because Khorne despises magic and all who deal with it.

Because of this in-built hatred, a Khorne Fleet is inherently resistant to the warping influences of magic; a Khorne Fleet has 1 in 6 chance of diffusing any spell which is cast against it. After the enemy Wizard has cast a spell, the Khorne Fleet player may roll a dice; on a score of 6 the spell fails and is discarded.

KHORNE FLEET

A Khorne Fleet may consist of the following:

Men O' War: 1+

At least one Khorne Bloodship.

Cost: 150 points per Khorne Bloodship.

You may have one allied Man O' War of another Chaos Power for every Khorne Bloodship in your fleet.

Cost: 150 points per Slaanesh Hellship.
150 points per Tzeentch Great Winged Terror.
150 points per Nurgle Plagueship.

Ship of the Line Squadrons: 2+

At least one squadron of three Ironsharks.

Cost: 150 points per squadron.

At least one squadron of three Deathgalleys. All Deathgalleys must be loyal to Khorne.

Cost: 200 points per squadron.

Chaos Lord: 1

A Khorne Fleet is commanded by a Chaos Lord of Khorne aboard one of the fleet's Bloodships.

Cost: Free.

Chaos Reward Cards: 0+

Note that the Khorne Fleet's flagship does not receive a free Chaos Reward card.

Cost: 25 points per card.

Man O' War cards and Chaos Sorcerers are not available to the Khorne Fleet.

SLAANESH FLEET

A Slaanesh Fleet may consist of the following:

Men O' War: 1+

At least one Slaanesh Hellship.

Cost: 150 points per Slaanesh Hellship.

You may have one allied Man O' War of another Chaos Power for every Slaanesh Hellship in your fleet.

Cost: 150 points per Khorne Bloodship.
150 points per Tzeentch Great Winged Terror.
150 points per Nurgle Plagueship.

Ship of the Line Squadrons: 3+

At least one squadron of three Hellrammers.

Cost: 75 points per squadron.

At least one squadron of three Hellslicers.

Cost: 75 points per squadron.

At least one squadron of three Deathgalleys. All Deathgalleys must be loyal to Slaanesh.

Cost: 200 points per squadron.

Chaos Sorcerer: 0-1

The Chaos Sorcerer is always aboard a Bane Tower of Tzeentch.

Cost: 200 points including Bane Tower of Tzeentch.

Chaos Lord: 1

A Slaanesh Fleet is commanded by a Chaos Lord of Slaanesh aboard one of the fleet's Hellships.

Cost: Free.

Chaos Reward Cards: 0+

Note that the Slaanesh Fleet's flagship does not receive a free Chaos Reward card.

Cost: 25 points per card.

Man O' War cards are not available to the Slaanesh Fleet.

CHAOS REWARDS

If you are fielding a fleet of a single Chaos Power, you may not take any Chaos Reward Cards that do not belong to that Power; a Khorne Fleet may never have Slaanesh Chaos Rewards, for instance. If you run out of Chaos Reward Cards of a single Power, you may duplicate any of the Chaos Rewards of that Power that have already been used, noting down which ships have the same Chaos Reward. Note, however, that no ship may have the same Chaos Reward twice, and that you cannot duplicate a Chaos Reward for a second time until all Chaos Rewards have been duplicated once.

TZEENTCH FLEET

A Tzeentch Fleet may consist of the following:

Men O' War: 1+

At least one Tzeentch Great Winged Terror.

Cost: 150 points per Great Winged Terror.

You may have one allied Man O' War of another Chaos Power for every Tzeentch Great Winged Terror in your fleet.

Cost: 150 points per Khorne Bloodship.
150 points per Slaanesh Hellship.
150 points per Nurgle Plagueship.

Ship of the Line Squadrons: 1+

At least one squadron of three Deathgalleys. All Deathgalleys must be loyal to Tzeentch.

Cost: 200 points per squadron.

Chaos Sorcerer: 1

The Chaos Sorcerer is always aboard a Bane Tower of Tzeentch.

Cost: 200 points including Bane Tower of Tzeentch.

Chaos Lord: 1

A Tzeentch Fleet is commanded by a Chaos Lord of Tzeentch aboard one of the fleet's Great Winged Terrors.

Cost: Free.

Chaos Reward Cards: 0+

Note that the Tzeentch Fleet's flagship does not receive a free Chaos Reward card.

Cost: 25 points per card.

Man O' War cards are not available to the Tzeentch Fleet.

NURGLE FLEET

A Nurgle Fleet may consist of the following:

Men O' War: 1+

At least one Nurgle Plagueship.

Cost: 150 points per Nurgle Plagueship.

You may have one allied Man O' War of another Chaos Power for every Nurgle Plagueship in your fleet.

Cost: 150 points per Khorne Bloodship.
150 points per Slaanesh Hellship.
150 points per Tzeentch Great Winged Terror.

Ship of the Line Squadrons: 2+

At least one squadron of three Plaguecrushers.

Cost: 150 points per squadron.

At least one squadron of three Deathgalleys. All Deathgalleys must be loyal to Nurgle.

Cost: 200 points per squadron.

Chaos Sorcerer: 0-1

The Chaos Sorcerer is always aboard a Bane Tower of Tzeentch.

Cost: 200 points including Bane Tower of Tzeentch.

Chaos Lord: 1

A Nurgle Fleet is commanded by a Chaos Lord of Nurgle aboard one of the fleet's Plagueships.

Cost: Free.

Chaos Reward Cards: 0+

Note that the Nurgle Fleet's flagship does not receive a free Chaos Reward card.

Cost: 25 points per card.

Man O' War cards are not available to the Nurgle Fleet.

KHORNE BLOODSHIP

A Khorne Bloodship is a fearsome vessel to behold. It is a vast, towering war machine that grinds across the surface of the waves, its armoured prow snapping open and shut like some great beast's maw. The massed banks of its beaten bronze oars cut through the waters at inhuman speed, and deep within its titanic hull great drums are beaten in incessant rhythms. As its jaws open, whirling blades and pounding hammers spring forth, and great gouts of flame roar skywards.

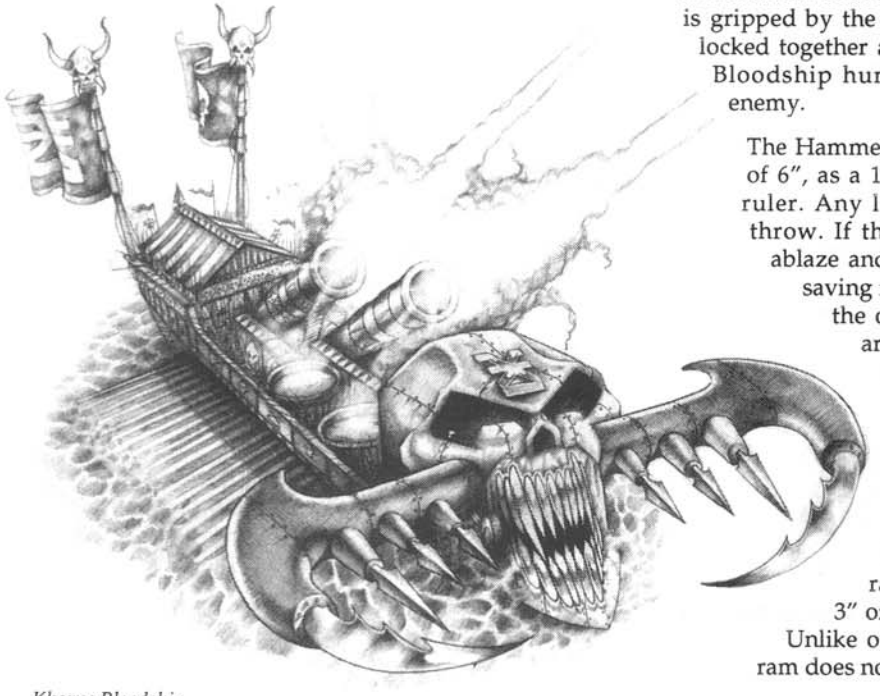
The hull of a Bloodship bears the device of Khorne, the Blood God, on its bronze-plated hull. Ranks of Chaos Warriors cram the decks and boarding platforms, eager to rend the flesh of their enemies and bring skulls before their Lord. The coming of a Khorne Bloodship is a time of dread indeed.

MOVEMENT

A Khorne Bloodship is an oared ship, and all the rules from the Man O' War rulebook governing the movement of oared ships apply.

It has a standard move rate of 6" under oars, but may move at a rate of 9" if it moves straight ahead with no turns. By expending half its move, a Bloodship may turn 90° on the spot. By expending all of its movement, it may turn 180° on the spot. A Bloodship may move backwards up to 2" instead of taking its normal move.

Note that when it is damaged in its oar deck locations, a Bloodship loses 2" of its normal movement and 3" of its maximum movement for each location damaged.



Khorne Bloodship

BURNING SKULLS

The principle ranged weapon on a Bloodship is a huge bronze cannon that fires naphtha-coated skulls, usually culled from the fallen bodies of the ship's former victims. The skulls have also been filled with molten lead to add weight and create shrapnel upon impact. These terrifying missiles smash timbers and ignite sails.

Burning Skulls are a 1 dice attack, have a range of 6", and use the normal range ruler. They strike with a -1 to the target's saving throw. If the target fails his saving throw, the location hit is also set ablaze. Roll for the fire spreading as normal.

HAMMER OF KHORNE

The Hammer of Khorne is a vast skull-faced bronze ram, cast with a gaping fang-filled mouth. As the Bloodship approaches its prey, fire belches from the skull. Molten iron and lead spews from the jaws of the device, showering the target with searing liquid.

As the enemy crew writhe in agony, or cower under cover, the great skull crunches home, tearing apart timbers both above and below the waterline. The enemy is gripped by the awful rictus grin, and the ships are locked together as howling Chaos Warriors from the Bloodship hurl themselves upon the shattered enemy.

The Hammer of Khorne spews lead with a range of 6", as a 1 dice attack using the normal range ruler. Any location hit gets a standard saving throw. If the save is failed, the location is set ablaze and all adjacent locations must make a saving roll. If any of the locations adjacent to the original hit fail their saves, they too are set ablaze. Note that only locations that are above the waterline and adjacent to the original target area make this second set of saves and may be set alight.

RAMMING

Like other ships capable of making a ram, a Bloodship must make the last 3" of its ramming move in a straight line. Unlike other ships, however, the Bloodship's ram does not always strike below the waterline.

Roll a dice to determine where the Hammer of Khorne strikes the enemy ship. On a score of 1, 2 or 3, the Hammer bites at the low area of the ship; on a score of 4, 5 or 6, it hits below the waterline.

If the Hammer of Khorne strikes a low area, make a normal 1 dice attack, with a miss indicating that the Hammer has failed to penetrate the ship's hull. Any location hit must make its saving roll at -2 or take one point of damage.

If the Hammer of Khorne hits below the waterline, your opponent must make a single saving roll at -1. If he fails, roll another dice on the following table:

1-2	1 point of below the waterline damage.
3-5	2 points of below the waterline damage.
6	3 points of below the waterline damage.

BOARDING ACTIONS

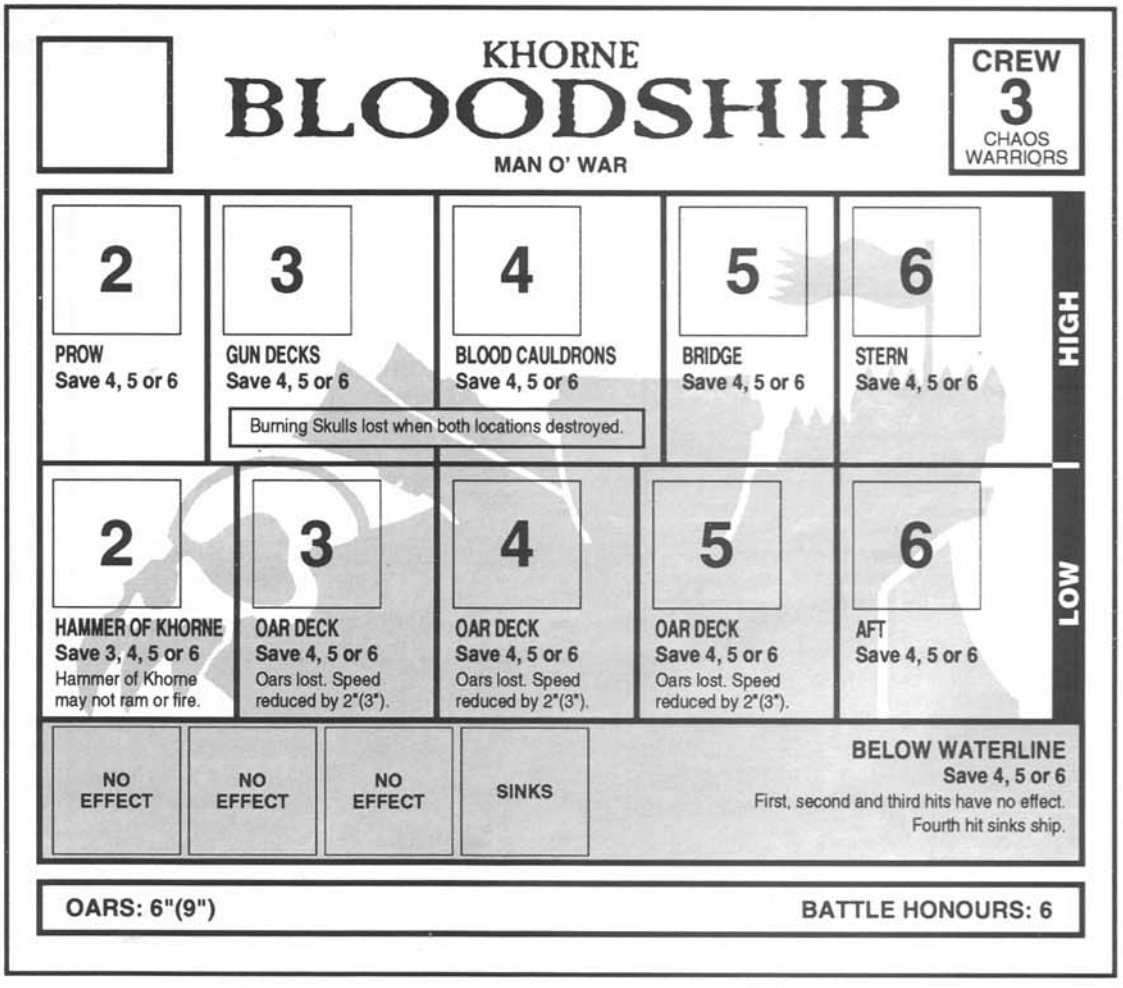
Assuming that the victim of the ram is still afloat, the Chaos Warriors of Khorne onboard the Bloodship may then launch a boarding action. This is carried out in the normal way, except that the crew are Chaos Warriors and are therefore subject to the rules in the *Chaos Crews* section of this book.

Grulmak Deathmonger, clad in the full panoply of a Champion of Khorne, paced impatiently along the bridge of his Bloodship. His lieutenants, similarly armoured, trailed in his wake, the deck moaning under the collective weight of their awesome wargear.

Deathmonger's eyes glowed like dull red coals from deep within the dark recess of his visor. Standing a full seven feet tall and encased in Black Iron Armour, Deathmonger was a nightmare come to life. His breastplate was fused irrevocably with his flesh, melded into an impenetrable carapace capable of withstanding the mightiest blows. Khorne's Death Rune was etched deep into it, a brazen statement of his allegiance and of the impending death of his foes.

Beneath his feet the ship quivered and shook to the beat of the great war-drums. The screams of the slaves as they urged the ship forward, their efforts goaded by cruel whips, reached him as a faint music to his ears. He gazed along the decks far below him, where the frenzied preparations for battle seemed to be progressing apace: the naphtha cauldrons were hissing and bubbling as the fresh skulls of his latest victims were piled into them. He watched as the Hammer Of Khorne – a great fanged monstrosity that was part ram and part fire-thrower – rose to the attack position, wan sunlight glinting on the serrated rows of its vicious fangs.

"Soon, soon," Deathmonger murmured, stroking the hilt of his sword with a steel-shod hand.



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KHORNE IRONSHARKS

The Ironsharks of Khorne are perhaps the strangest and most evil looking ships in a Chaos Fleet. Each has a huge mechanical shark head mounted on its bows. They are crewed by the most crazed Chaos Cultists, and crash into their targets in a berserk battlerage. The iron jaws of the great shark bite and snap as they slam into their victim, while the ship's crew surges onto the enemy's decks.

MOVEMENT

An Ironshark can move under both sails and oars.

Under sail, an Ironshark can move 6" whether the wind is coming from the side or from behind.

Under oars, an Ironshark can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. An Ironshark may reverse up to 2".

COMBAT

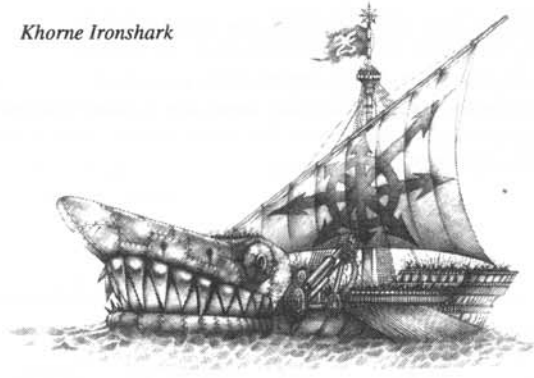
The huge jaws of an Ironshark must be in contact with the enemy ship to have any effect. They make a one dice attack to any low location, with a saving roll modifier of -1. If the enemy player rolls a 1 when making his saving roll, the bite inflicts 2 points of damage to the area rather than 1, possibly causing a critical.

CREW AND CHAOS REWARDS

An Ironshark is crewed by Chaos Cultists; see the *Chaos Crews* section for more details.

An Ironshark may only be given Chaos Rewards of Khorne. See the *Chaos Rewards* section for more details.

Khorne Ironshark



KHORNE
IRONSHARK
SHIP OF THE LINE

CREW 2 CHAOS CULTISTS

3 **SHARK HEAD**
Save 4, 5 or 6
First hit no effect.
Second hit destroys shark head.

4 **SAIL**
Save 5 or 6
Mast lost.
Cannot move under sail.
Any further hits do not cause critical damage.

5 **OARS**
Save 5 or 6
Oars lost.
Cannot move under oars.

6 **AFTCASTLE**
Save 4, 5 or 6

NO EFFECT | SINKS

BELOW WATERLINE
Save 5 or 6
First hit has no effect.
Second hit sinks ship.

OARS: 6" **SAIL: 6"** **BATTLE HONOURS: 2**

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The massed ranks of the assembled Chaos Warriors waited eagerly on the boarding ramps, swords dripping gore from the pre-battle blood offerings. Their bestial chanting, and the muted clanking of their weapons grating on their armour, reached Deathmonger's keen ears even through the thickness of his iron helm. Beastmen bellowed their rage at each other, stamping their cloven hooves as they jostled and bit each other in their lust for battle.

Glancing to starboard, Deathmonger saw the huge Plagueship of Nurgle swing out of formation and head towards the approaching Imperial Fleet. Slime fell in fatty gobbets from its hull as it eased forward, the thick black clouds of bloated flies almost obscuring its malformed shape. Dragging its ungainly bulk through the waves, the Plagueship left a stinking stain on the surface of the otherwise clear seas, marking its passing with its filth-ridden wake. Dimly-seen decaying and corpulent warriors reverently loaded its plague catapults with their deadly cargoes – plague spores, detritus and nurglings that climbed eagerly into the great launching cups. The huge expanses of mildewed rag which served as sails flapped indolently in the indifferent breeze, proclaiming the arrival of the Plaguefleet to any foolhardy individuals who might actually be close enough to watch.

The pungent stench of the Plagueship to starboard mixed with the heady fragrances drifting in from the port. There the Hellship of Slaanesh forged its many-coloured path towards its victims, delicate spider trails of brilliant light beaming forth from the tall dome atop its elegant decks. Saardis Vaarn, Champion of Slaanesh, poised at the bow of his ship, glanced across to catch Deathmonger's gaze. He raised a slender leather-clad hand in languid salute, grinning as he urged his brightly bejewelled craft to greater speed. White foam crashed around its bows as the Hellship surged forwards, easily outpacing the Bloodship of Khorne in the race to battle.

Deathmonger acknowledged the greeting with a curt nod of his armoured head. He knew that beneath the debauched appearance and fine silk raiment, Saardis Vaarn was arguably one of the greatest servants of the Chaos Lords, and his fighting skills legendary.

Overhead hovered the Bane Tower of Tzeentch, the incomprehensible Knower of All Things. It glowed blue-white, the barely-controlled coruscating raw magical energy of the warp arcing and flashing across its hull.

Deathmonger didn't know the name of the strange Chaos Sorcerer who chose the Bane Tower as his battle steed; as the heavily-cowled wizard had explained in clipped tones when they first met, to know the name of your enemy is to wield great power over him. Deathmonger had grunted dismissively then, and did so again now. He had little faith in the fickle power of the Changer of Ways. Deathmonger followed the way of the warrior – an honourable path to Daemonhood through battle after bloody battle.

Even so, the Bane Tower, and the Sorcerer within it, still commanded a measure of respect from the blood-stained Champion of Khorne, for he had seen it consume many foes in unearthly fire, or summon great waves and plunge ships into the cold ocean depths. As he watched, the Tower accelerated with incredible rapidity, glowing an intense white as it shot towards the heart of the Imperial fleet.

• • •

The Deathgalleys were gathering around Deathmonger's Bloodship. Their sails billowed in the wind as they wallowed in the wake of the towering Man O' War. Deathmonger paid them scant regard: they had their orders and would either fulfil them or die in the attempt. To those that survived the onslaught, perhaps there would be a reward from their fickle chaos masters; for those that died, eternal damnation. Deathmonger shrugged and turned away.

The Imperial fleet loomed large before the Plaguefleet, a bristling wall of cannon and steel. Deathmonger counted the Wolfships and the Wargalleys, arrayed in ranks before the Admiral's Greatship. Deathmonger knew many of the larger Imperial vessels by name, their fearsome reputations going before them. He recognised the Greatship Karl Franz as a mighty warship and a worthy foe.

Gesturing with a heavily mailed fist to his lieutenant, Deathmonger's coarse voice rasped his instructions.

"SOUND THE WAR CRY. UNLEASH THE BURNING SKULLS."

The lieutenant grinned, showing sharp steel fangs. He screamed his leader's commands at the lesser warriors below. They moved to take up their appointed battle stations as the ship's great bronze horns trumpeted the charge.

The Bloodship lurched forwards, closing the gap with the Imperial warships. The burning skulls were flung into the air, filling the sky with the acrid smell of scorched blood and bone. The deadly missiles flew as blazing streaks of flame, crashing down amongst the Imperial ships and igniting sails and crew alike. Imperial halberdiers on the deck of the nearest Wargalley leapt into the sea screaming, their clothes aflame.

The tension on the Bloodship's decks was rising to breaking point, the battle rage sweeping through the crowded warriors. Deathmonger knew that they would soon be uncontrollable: becoming insensate killing machines as all rational thought was consumed by the need to kill and kill again. As if to emphasise his thoughts, a Minotaur suddenly stampeded through the packed ranks of the thugs and cultists, completely berserk with frenzied bloodlust.

Then, as one voice, the hoarse cry rose to a bellowing cacophony.

"BLOOD FOR THE BLOOD GOD."

Deathmonger grinned as he braced himself for the shock of the Hammer of Khorne striking home. Drawing his black Chaos Blade from its scabbard of flesh, his rasping voice joined those of his eager warriors as the gaping maw of the Bloodship spewed molten lead and iron upon its ill-fated victim.

SLAANESH HELLSHIP

Slaanesh Hellships are graceful, sinuous ships painted in intricate patterns and radiant colours. Their vast silk sails glisten and glimmer as they softly shift with the wind, and a halo of pale pastel light glows around them.

The superstructure of a Hellship resembles a great domed palace, illuminated from within by a pastel light. Beams of colour radiate from its core, stabbing out across the waves from arched portals draped in heavy silks. Ships touched by the shafts of light are bathed in a glowing corona that is bewitching to look upon.

Closer to the Hellship, plumes of brightly coloured incense billow from an aperture at the peak of the dome, and slide down the sides of the vessel in heady, rolling clouds that settle on the surface of the water.

Thus masked from sight, only the entrancing strains of bizarre melodies and the ecstatic screams of the crew reveal the Hellship's presence, the noise beckoning insidiously to the crews of ships that venture too near.

MOVEMENT

A Slaanesh Hellship is a sailing ship, and all of the rules governing sailing ships apply. It has a standard move rate of 9" whether the wind is coming from abeam or astern.

RADIANCE OF SLAANESH

The Radiance of Slaanesh is a beam of purple light that may be targeted at one ship per turn. It has a range of 9", uses the normal range ruler, and may be fired in any direction. It is used after the ship has moved, just like any other ranged weapon attack.

Roll on the following table for each crew counter on the target vessel to see if it is entranced.

Range	Score needed to Entrance Crew
Close (0-3")	4, 5 or 6
Medium (3-6")	5 or 6
Long (6-9")	6

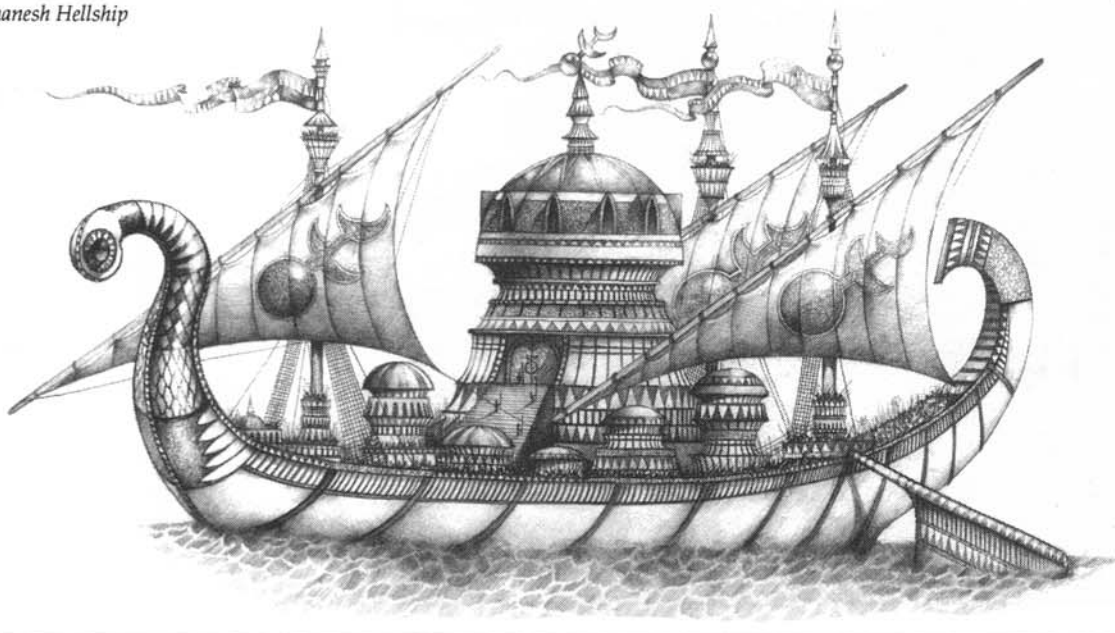
Any crew counters that become entranced fall upon their crewmates in a delirious killing frenzy. You must fight a boarding action between those crew that have gone over to Slaanesh and those that remain loyal.

The Chaos player rolls a dice and adds +1 to the score for each entranced crew counter. The enemy player rolls a dice and adds +1 to the score for every crew counter that remained loyal. The fight is to the death, and results in either the traitors being killed and the ship remaining with its parent fleet, or the loyal crew dead and the ship becoming part of the Plaguefleet.

Even though control of the ship passes to the Chaos player when all of a ship's loyal crew is killed, the traitors remain in an uncontrollable frenzy. The Chaos player has no control over the crew's actions and the ship is treated like a captured vessel, ie. may not move or fire. However, if the Hellship that made the attack comes within 2", the crew swim over to it and climb onboard – place the crew on the Hellship's template.

If the enemy player attempts to re-capture his ship, the traitors get a +1 to the dice roll as they fight to keep control of the vessel. However, they are too frenzied to operate any cannon the ship might have and may not fire grapeshot at their opponents as they climb aboard.

Slaanesh Hellship



INCENSE OF SLAANESH

Any ship that closes with a Hellship is quickly enveloped by cloying, scented clouds.

As soon as any ship touches a Hellship, roll a dice for each crew counter on it; on a result of 5 or 6, remove one crew counter and place it on the Hellship's template. These men have succumbed to the mind-altering effects of the incense and have gone over to the side of Slaanesh.

MAXIMUM CREW LEVELS

A Hellship may have up to 4 additional crew counters climb aboard during a battle, as long as this doesn't take the total crew onboard above 6. Any extra that attempt to get on are thrown into the water to drown by those that have already made it.

These extra crew counters start as Chaos Cultists (see the *Chaos Crews* section), but may increase in skill during the campaign just like other crew counters.

SLAANESH

HELLSHIP

MAN O' WAR

CREW 2 CHAOS WARRIORS

4 FORE MAST
Save 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.

5 RIGHT REAR MAST
Save 4, 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.

6 LEFT REAR MAST
Save 4, 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 3". Any further hits do not cause critical damage.

HIGH

2 FORECASTLE
Save 4, 5 or 6

AFTCASTLE
Save 4, 5 or 6 **3**

Radiance of Slaanesh lost when both locations destroyed.

LOW

4 BOWS
Save 4, 5 or 6

5 BURNERS
Save 4, 5 or 6
First hit no effect. Second hit destroys Incense of Slaanesh.

6 STERN
Save 4, 5 or 6

BELOW WATERLINE
Save 4, 5 or 6
First and second hits have no effect. Third hit sinks ship.

NO EFFECT | NO EFFECT | SINKS

SAIL: 9" **BATTLE HONOURS: 6**

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SLAANESH HELLRAMMERS

Slaanesh Hellrammers are lithe, low ships armed with a huge iron spike to pierce their enemies' hulls. Little adorns their uncluttered decks as needless decoration would only slow them down.

Besides the fearsome-looking spike, which dwarfs the massive rams of other vessels, a single cannon battery projects from each Hellrammer's bow, firing on the target as the ship approaches.

MOVEMENT

Under sail, a Hellrammer can move 9" with the wind behind it and 6" with the wind abeam.

Under oars, a Hellrammer can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. Alternatively, it may make a single move of 3" directly backwards.

RAMMING

A Hellrammer may make a ram attack by moving straight into an enemy vessel from at least 3" away. Unlike a normal ram attack, a Hellrammer's iron spike hits a random low area on the target ship with no saving throw, rather than using the normal ramming damage table.

BOARDING ACTIONS

Whenever a Hellrammer comes into contact with an enemy vessel, the crazed Slaanesh Cultists onboard *must* fight a boarding action to the death against it.

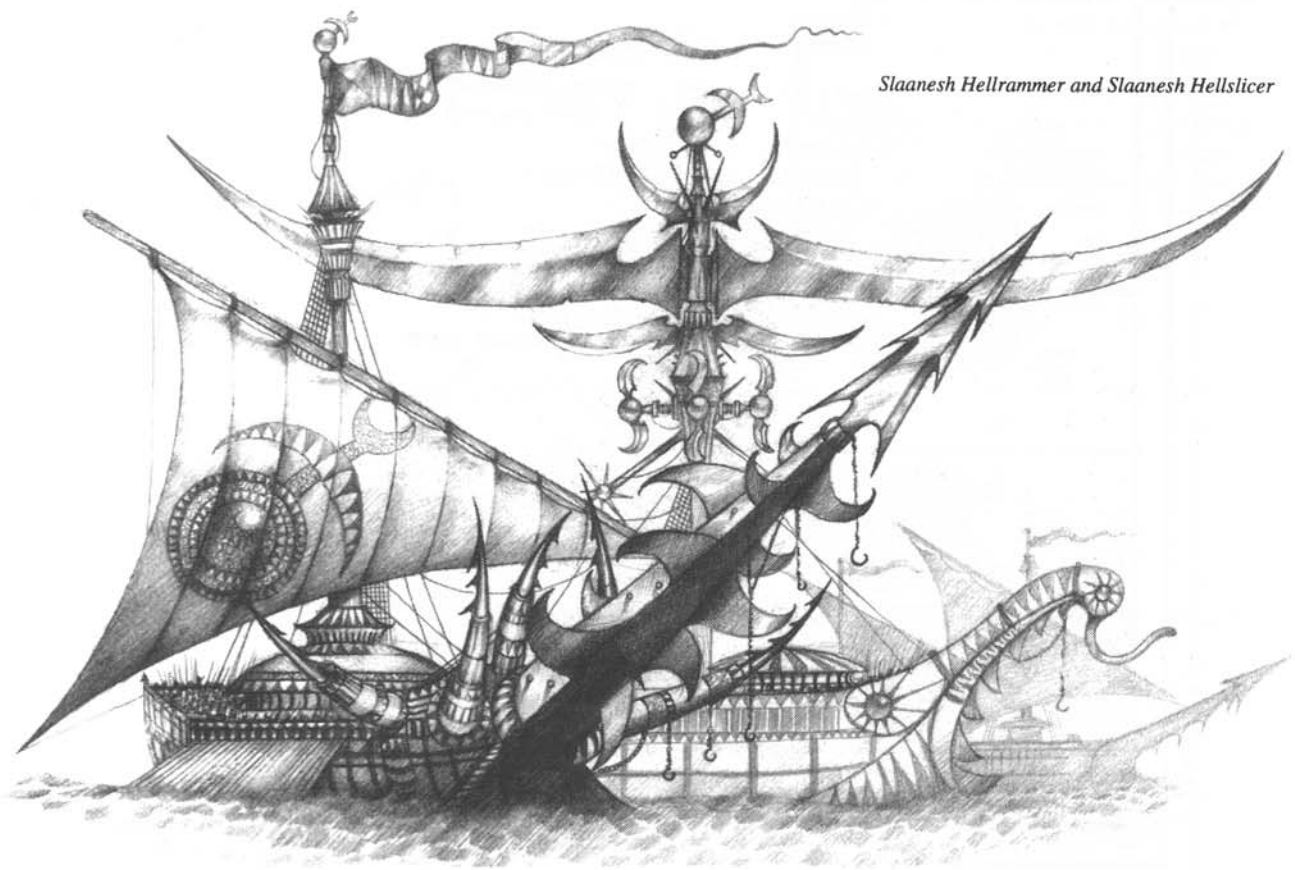
For their first dice roll in the boarding action, the Chaos Cultists gain an additional +2 bonus because of the fervour of the attack.

The incensed followers of Slaanesh will never give up. Whether the Cultists win, lose or draw, they will keep on attacking until they have either captured the enemy ship or died trying; the defender never has the option of attacking back or breaking off the boarding action.

CREW AND CHAOS REWARDS

A Hellrammer is crewed by Chaos Cultists; see the *Chaos Crews* section for more details.

A Hellrammer may only be given Chaos Rewards of Slaanesh. See the *Chaos Rewards* section for more details.



Slaanesh Hellrammer and Slaanesh Hellslicer

Abnagg Hellbeard stomped across the bridge of his Battlebarge 'Hammerblaze', snarling ferociously. The Chaos Dwarf Admiral was beside himself with rage and frustration. Three months and there hadn't been a breakthrough; three months of continual bombardment and still the haughty Elf Lords held the shiny cliff-top citadel less than a mile away.

Ranting wildly and tearing at his beard, Abnagg turned on his officers, screaming his anguish at them. They nodded obediently as he ranted, although none of them could hear what he was saying – the shriek and roar of the Hellfire rockets as they were launched against the cliff-top stronghold drowned out his words.

The great Battlebarge shuddered as it vomited forth rocket salvo after rocket salvo against the enemy. The iron decks of the Battlebarge were stained black with the soot and grime of their discharge. Fire trails split the blue sky, and the explosions of the shells blew chunks from the rock face.

The entire area had been irrevocably changed by the presence of the Chaos Dwarfs: once clear waters, turned a turgid black by the deadly waste spewed into their cool depths, were now devoid of life. Once-green cliff tops, blackened and blasted by months of interminable bombardment, were now utterly barren. The sky was ash grey, the sun's rays dulled by the smoke from the assembled Battlebarges. After just three months the landscape mirrored the cold bleak plains of the Chaos Dwarfs' home in the Dark Lands.

Yet the Fortress of The Dawn still stood…

The Warfleet of Abnagg Hellbeard had set out five months earlier from the city of Mingol Zharr-Naggrund, determined to break through the centuries-long blockade maintained by the Elves. The Fortress of The Dawn stood between Hellbeard and the treasure beyond. Past the Elves' blockade lay the sweet riches of the Old World and the untold plunder of Lustria, denied to the Chaos Dwarfs for far too long. Abnagg had sworn by his beard never to return to Zharr-Naggrund without the foundation stone of the Citadel and ten thousand Elf slaves to toil for eternity at the hungry furnaces and forges of the City of the Chaos Dwarfs.

The Warfleet was the greatest ever to issue forth from Mingol Zhar Naggrund: an endless column of Hull-destroyers, Thunder-rollers and Battlebarges, stretching the length of the River Ruin, from the city gates to the Sea of Despair. So vast was the fleet, that the first ships in the warfleet had already reached the sea while the last ships were leaving the Iron gates of Zhar Naggrund.

For the first two months everything was well, the fleet crushing everything it met, Hellbeard's ships driving the remnants of their broken enemies before them. Along the coasts of the Southlands they ravaged and destroyed a number of proud cities, the Great Levellers reducing their targets to smoking ruins in a matter of hours.

Taking only enough slaves to replenish those killed in earlier battles, Hellbeard left Thunder-rollers at each devastated city with orders to create Ziggurats from the ruins. Any of the inhabitants left alive after building these immense monuments were walled up inside them before the Thunder-rollers left to rejoin the main fleet. Such was the way of the Chaos Dwarfs.

SLAANESH

HELLRAMMER

SHIP OF THE LINE

CREW 2 CHAOS CULTISTS

		6		**MAST** Save 5 or 6. Mast lost. Cannot move under sail. Any further hits do not cause critical damage.
2	**RAM** Save 4, 5 or 6. Ram destroyed. May not ram.	3	**BOWS** Save 5 or 6. Cannon lost.	4	**OAR DECK** Save 5 or 6. Oars lost. Cannot move under oars.	5	**AFT-CASTLE** Save 5 or 6
NO EFFECT	SINKS						**BELOW WATERLINE** Save 5 or 6. First hit has no effect. Second hit sinks ship.

OARS: 4"(6") **SAIL: 6"(9")** **BATTLE HONOURS: 1**

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SLAANESH HELLSLICERS

Slaanesh Hellslicers are strange ships to behold. They are basically Wargalleys, but have huge scythe blades mounted on the top of strong masts. As a Hellslicer approaches a target, the blades begin to rotate. As they gather speed, the huge knives merge into a deadly, glittering arc, and make an eerie keening sigh as they slice through the air.

MOVEMENT

A Hellslicer can move under oars only.

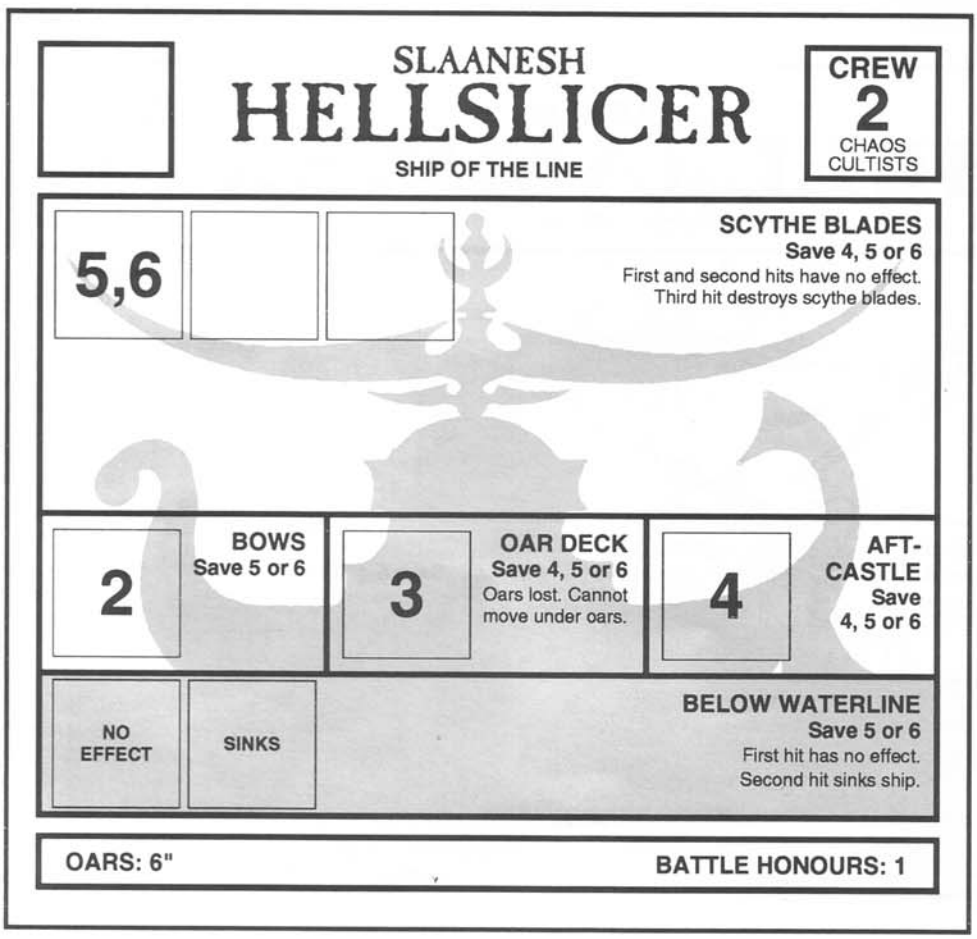
A Hellslicer can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. Alternatively, it may make a single move of 3" directly backwards.

COMBAT

The whirling blades of the Hellslicer only attack high locations; if the enemy ship doesn't have any high locations, the blades pass over the top of the ship and have no effect. Sail locations are particularly susceptible to the Hellslicer's attack and therefore have a -1 saving throw.

The blades are a 2 dice attack. If one dice misses, roll once on the following table: if both miss, roll twice.

Roll	Result
1	The Hellslicer explodes as the blades' gearing ruptures. Any ships within 3" of the Hellslicer take one low area hit at -1 to their saving roll. Place a debris marker where the Hellslicer was.
2	The scythe blades grind to a spectacular halt. Place a damage marker on the Scythe Blades location of the Hellslicer's template.
3-5	The scythe blades' gearing slips, stopping them momentarily. No damage is done, and the Hellslicer may carry on as usual next turn.
6	The scythe blades slam into an unexpected part of the target vessel: roll the attack again, but this time you may try to hit a low location.



CREW AND CHAOS REWARDS

A Hellslicer is crewed by Chaos Cultists; see the *Chaos Crews* section for more details.

A Hellslicer may only be given Chaos Rewards of Slaanesh. See the *Chaos Rewards* section for more details.

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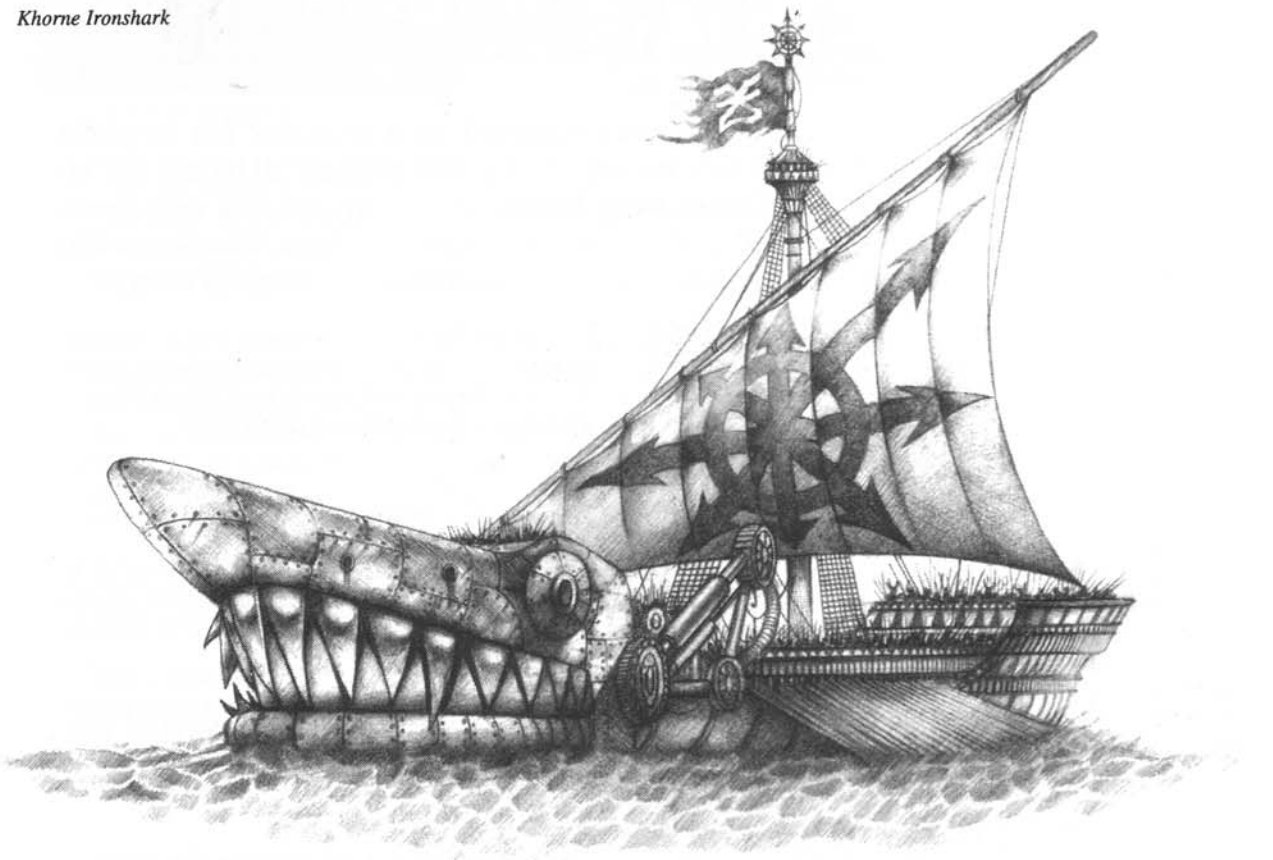
Khorne Ironshark



By the time the Chaos Dwarf Warfleet sighted the Fortress of The Dawn the slave decks and the treasure holds were all but full, and were it not for his oath, Hellbeard would have returned in triumph to Zharr-Naggrund there and then. But he had sworn on his life and had powerful rivals in Zharr-Naggrund, the bearers of grudges stretching back over the centuries. He could ill afford to fail in this, his greatest venture.

Besides, his Warfleet was unstoppable. He had proved that over the last few months; how could the Elves demonstrate otherwise? The fleet spanned the ocean from horizon to horizon and turned the sky black with its belching smoke stacks. Hellbeard was sure he would utterly destroy the arrogant Elves, and legends would tell of the Ziggurat he would build from the ruins and the bones and blood of the dead.

The Warfleet of Zharr-Naggrund was packed into tight iron formations as they entered the straits leading to the Elf Fortress. As the warships approached the huge gates cut into the cliff walls, no resistance was offered, not a single cry of defiance from the towering walls.

"Where are your Dragonships, Elf Lord? Where are the Hawks and the Eagles? I am your doom and you cannot hide forever!" The words were spat out with venom, echoing around the clifftops.

Still no answer came, only the mocking echo of Hellbeard's own words.

Then the skies turned black, as a wild storm broke over the assembled fleet. Mountainous waves hurled many ships onto the cruel cliffs, pounding their iron hulls against the sharp rocks again and again until their backs broke and they vanished beneath the waves. Lightning flashed from the towers of the citadel, dimly seen through the storm clouds, bolts of power dancing from ship to ship in a blaze of searing energy.

The Sorcerers of the Chaos Dwarf Fleet recognised the power of magic at work, and called upon the forces of chaos to quell the storm. Mighty was the dark power they unleashed, and many of the Sorcerers of the fleet burst aflame or exploded with the effort of maintaining the ravening blackness they had called forth. Maintain it they did, at great cost, and the magical energies crackled and flickered around the fleet, protecting the remaining vessels from the worst of the storm.

Under this protective screen of raw power, the Chaos Dwarf fleet of Abnagg Hellbeard withdrew from the jaws of the trap, making for the safety of the open sea. Many great Battle Barges perished in the storm, yet Hellbeard's fleet was still immense as it re-grouped in deeper waters offshore.

Then the storm abated and the Elf fleet struck, appearing as if from nowhere. They fell upon the disorganised Chaos Dwarfs, Dragonbladed Warships carving through the hulls of the still shocked Chaos Dwarfs, Eagleships firing deadly ballista shots from long range before dancing away from any shots fired in return.

TZEENTCH GREAT WINGED TERROR

Tzeentch Great Winged Terrors are constructed in a manner far beyond the comprehension of mankind. They hover above the waves, drifting on winds imperceptible to other vessels. Coruscating beams of energy arc and spit across the Great Winged Terror's bizarre hull and lightning fringes its edges. The Great Winged Terrors are the playthings of Tzeentch, and reflect that Power's magical nature.

Each Great Winged Terror is extremely resilient, with damage simply seeming to slow it down a little. It is capable of drifting motionless for hours, before suddenly accelerating to an incredible speed and hurtling above the waves to engage its foes. As it passes by, the air crackles and spits with the aura of magical energy that powers it.

This energy is the raw power of the warp, tapped at its source, and makes a Great Winged Terror's movements completely unpredictable. Sometimes it flies at incomprehensibly fast speeds, glowing white as it powers over the waves and changes direction faster than the eye can follow; at other times it sits motionless in the midst of its enemies, unleashing its pent-up energy in a series of devastating magical missiles.

SETTING UP A GREAT WINGED TERROR

A Great Winged Terror's template is slightly different to that of other ships. Rather than knocking out individual areas, any damage to a Great Winged Terror affects the craft as a whole.

At the bottom of the template is the Energy Track. This indicates how much raw warp energy the Great Winged Terror is able to tap this turn. At the start of the game, take six Energy of Tzeentch counters and place one on each of the squares of the Energy Track. These are used to keep track of the total damage inflicted on the Great Winged Terror and hence how much power it has available to move, fire and repair itself.

Tzeentch Great Winged Terror

MOVEMENT

Because a Great Winged Terror is driven by the raw power of Chaos that flows within it, and this can vary from turn to turn, its movement rate is unpredictable.

At the start of each Battle Phase, take 1 dice for each Energy of Tzeentch counter on the Great Winged Terror's template. At the start of the game, each Great Winged Terror will have 6 dice. These dice are split between moving the Great Winged Terror, making attacks and repairing damage.

Choose how many of the available dice will be used to move the Great Winged Terror this turn. Roll that many dice and add up the total score; this is how far you may move the Great Winged Terror. So, for instance, if you decide to use four dice for movement and score 3, 4, 4 and 6, you may move the Great Winged Terror 17" this turn (total of 3 + 4 + 4 + 6 = 17).

A Great Winged Terror uses the turn template to move and may ignore any wind effects. A Great Winged Terror may also skim over terrain such as sand banks and islands. However, when flying at high speed over such obstacles there is a chance the Great Winged Terror will crash and damage itself.

Crashing a Great Winged Terror

If a Great Winged Terror spends any part of its move flying over a terrain feature, roll a dice; on a score of 1 the Great Winged Terror collides with the obstacle and is damaged – remove 1 Energy of Tzeentch counter from the Great Winged Terror's template. This will affect the performance of the Great Winged Terror next turn, as it will then have fewer dice available.

COMBAT

After you have moved a Great Winged Terror, for every unused Energy of Tzeentch counter remaining you may unleash a Bolt of Tzeentch.

BOLTS OF TZEENTCH

A Bolt of Tzeentch is a magical attack that has a range of 9", a 360° arc of fire and uses the normal range ruler. For each bolt that you fire at an enemy ship, roll one dice, declaring whether you are aiming high or low as usual.

Any locations hit get a normal saving throw whatever range the Bolt of Tzeentch is fired from: there are no modifiers for range. Any area that fails its saving throw takes a point of damage. Successive hits to the same location will cause criticals.

DAMAGE

When a Great Winged Terror is hit, it makes a saving roll for the location struck, as normal. However, for each hit that is not saved the Great Winged Terror loses one of its Energy of Tzeentch counters, rather than suffering damage to that location. When it has no Energy of Tzeentch counters left, the ship is destroyed.

Note that a Great Winged Terror has no below the waterline hit locations, and therefore does not take any damage from criticals affecting this location, rams, et cetera.

DESTROYING A GREAT WINGED TERROR

When a Great Winged Terror loses the last of its Energy of Tzeentch counters it explodes with a flash of light and a loud crack, and the vessel and its crew vanish into the warp, leaving no debris to mark their passing.

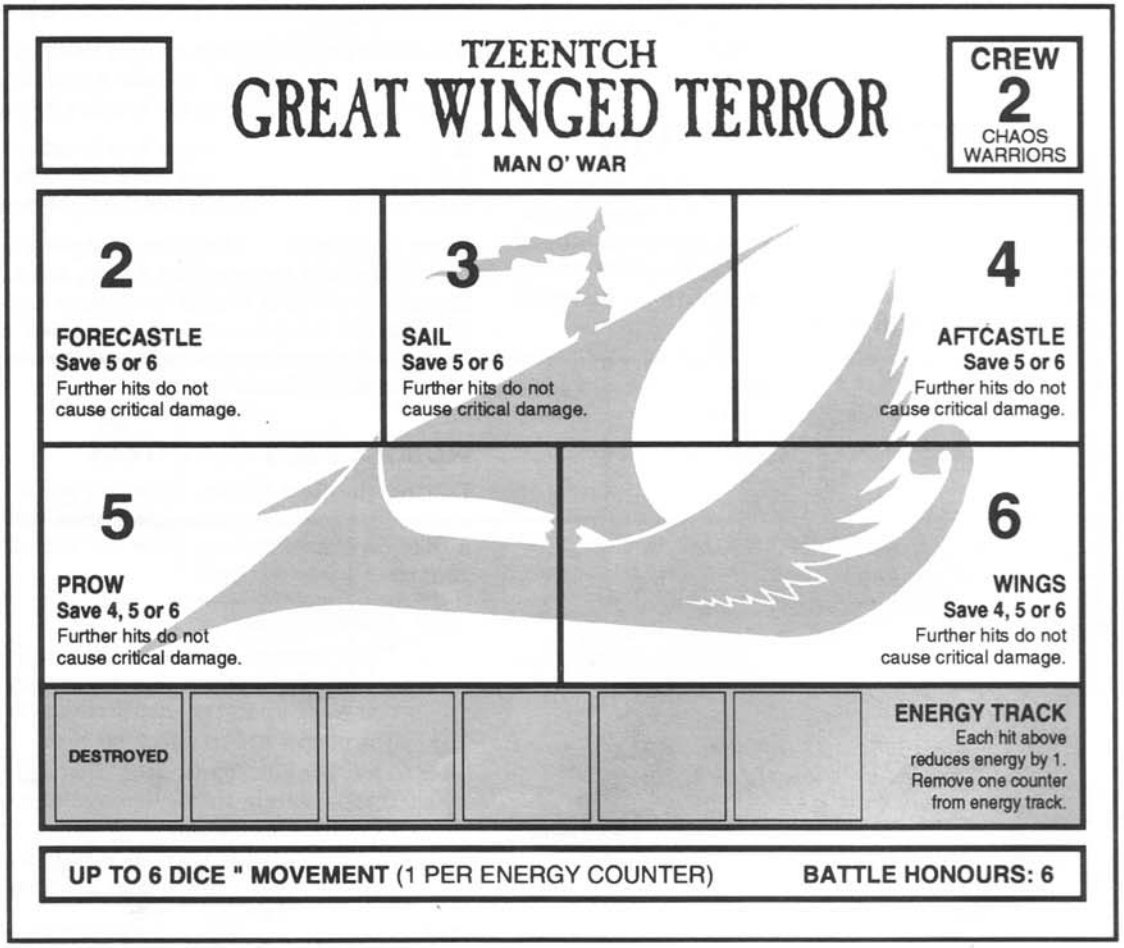
A captured Great Winged Terror vanishes in a similar manner at the end of the turn in which it was captured; any crew counters from the victorious boarding party left onboard end up in the water were the ship was.

REPAIRING DAMAGE

At the start of the Battle Phase, a Great Winged Terror may choose to use some or all of its Energy of Tzeentch counters to repair itself, rather than using them for movement or combat. Roll a dice for each Energy of Tzeentch counter used in this way; for each dice that scores a 5 or 6, the Great Winged Terror regains one of its lost Energy of Tzeentch counters.

BOARDING ACTIONS

Even though a Hellship hovers above the waves, it may still be boarded or board other ships by using ropes. If you win a round of combat during a boarding action, roll a dice for each enemy crew counter you killed; on a 5 or 6 it is not killed, but instead is transformed into Pink Horrors. Take the crew counter, swap it for a Pink Horror crew counter, and add it to your stack. You are able to add +1 to your boarding action dice rolls for each enemy crew counter you have mutated in this way.



NURGLE PLAGUESHIP

Plagueships of Nurgle are hideous to behold. They are huge, rotund vessels lashed together from mildew-ridden, slimy planking. They fly vast, ragged and rotting sails from their uneven and splintered masts. Their great treadwheels lazily churn the sea as they plod forward under a cloud of flies.

Behind them, the Plagueships leave a trail of disgusting detritus, polluting the sea and killing fish for miles around. Cackling Chaos Spawn and Nurglings swarm over their slippery, rotten decks. The stench of a Plagueship passing causes even the strongest stomach to retch as the foul smell of this immense tub-like vessel drifts downwind.

MOVEMENT

A Plagueship can move under sail or by paddle. At the start of the Battle Phase, you must declare which method of propulsion each Plagueship in your fleet is using this turn.

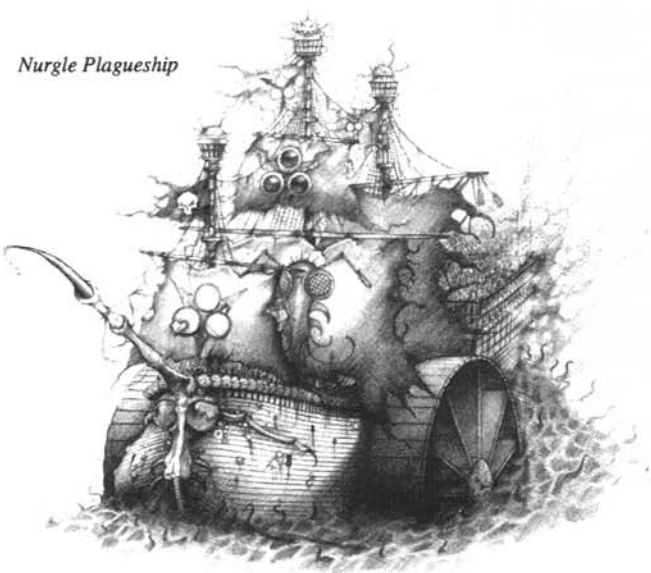
A Plagueship moving under sail uses the normal rules that govern sailing ships. It has a standard move rate of 6" under sail, whether the wind is from abeam or astern.

A Plagueship moving by paddle uses the following rules. It may move 4" per turn. It may use half its move to make a single turn on the spot up to 90°, or use all of its move and make a single 180° turn.

PLAGUE CATAPULTS

Plague Catapults are the principal weapons onboard a Plagueship. They are loaded down with plague-spores, excrement, rotting material and the infectious filth of decay. When fired, these disgusting weapons swing through a lazy arc and despatch their foul, diseased payloads towards their enemy.

Nurgle Plagueship



A Plague Catapult may not be fired at close range because of its angle of fire. Shots made at ships within this range band simply pass straight over the target's masts and have no effect. This means that ships at close range may block line of sight to targets farther away, but are not themselves eligible targets.

It must always be aimed high – you cannot target a low location on the target ship. If the target has no high or low locations, like an Imperial Wargalley for instance, any of its locations may be shot at.

If a location is hit and fails its saving throw, it takes one point of damage and the plague spores crash down to the location below, just like a normal catapult.

This second location also gets a saving throw, adding +1 to the dice roll because of the diminished penetrating power of the shot. If this location fails it also takes one point of damage and the spores continue down. This process continues until a location makes its save or the shot passes straight through the ship, adding +1 to the saving throw each time a new location is damaged.

If the shot passes through an area that has already been destroyed the area does not take a critical, the shot just passes straight through to the location below.

If there is a choice between two locations as the shot falls roll a dice; on a 1, 2 or 3 the shot hits the left-hand area, on a 4, 5 or 6 the shot hits the right-hand area.

Once a successful shot has completed its path of destruction and has come to a stop, roll a second dice; on a result of 5 or 6, even if no damage has been caused, the ship has been infected with Nurgle's Rot – place a Nurgle's Rot counter on the top of the ship's template, next to the crew stack.

NURGLE'S ROT COUNTERS

During the End Phase, between rolling for blazes spreading and moving stragglers, the Chaos player rolls a dice on the following table for each Nurgle's Rot counter.

Roll	Result
1-2	The frenzied efforts of the ship's surgeon to contain the spread of the disease pay off. Remove one Nurgle's Rot counter from the infected ship.
3	The plague has no effect this turn.
4-5	The plague runs riot through the crew, incapacitating them. Remove one crew counter from the infected ship
6	The ship's hold creaks as it begins to decay. The infected ship takes one point of below the waterline damage.

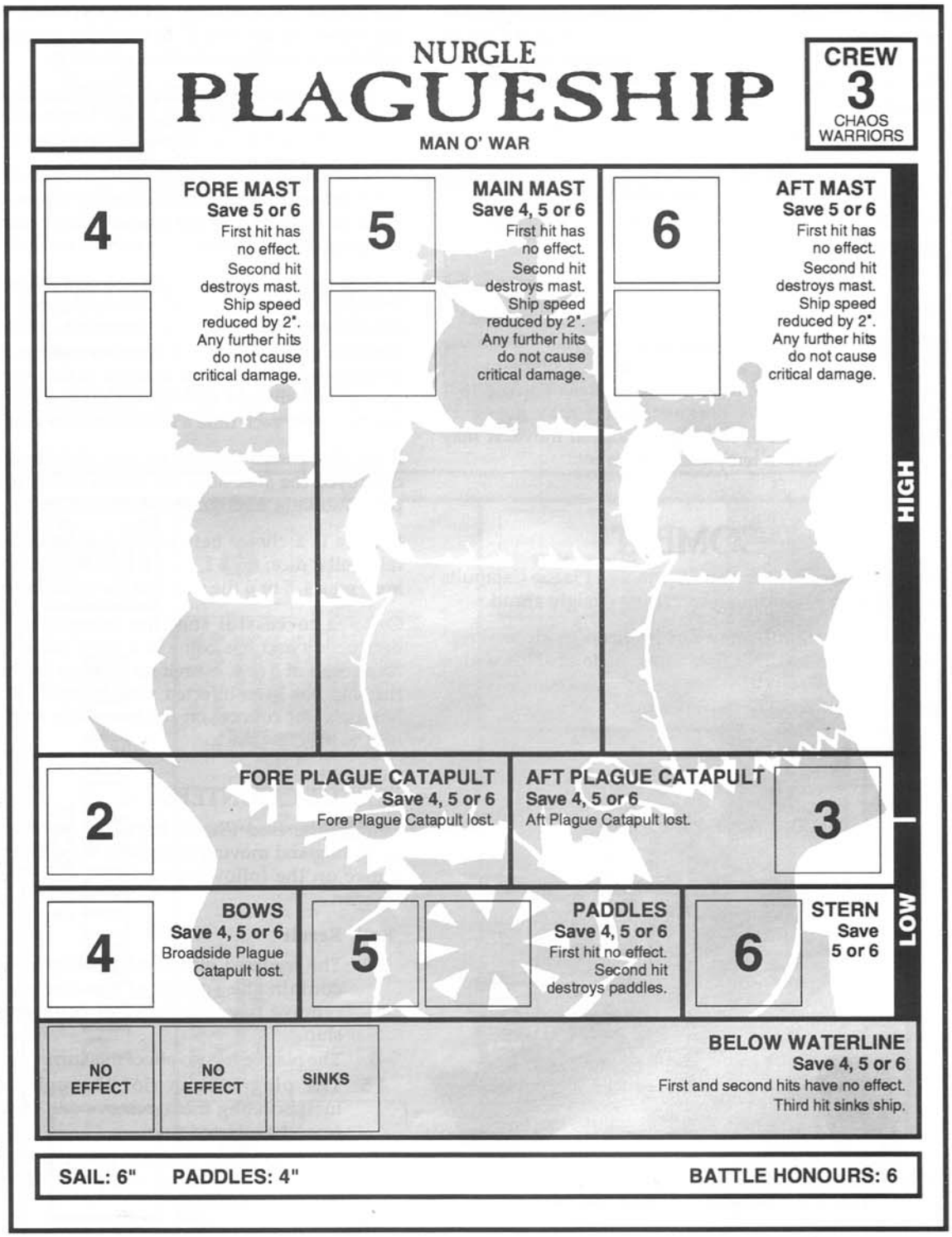
SLIME TRAIL

As the Plagueships of Nurgle plod across the seascape, they leave a stinking trail of fetid slime behind them. When the Plagueship has finished moving, lay the slime trail template behind it. The slime trail template remains in place until the Plagueship moves again.

The enemy player must roll a dice for any ship touching the slime trail template; on a score of 1, 2 or 3, the ship is infected – place a Nurgle's Rot counter on its template.

BOARDING ACTIONS

Any ship involved in a boarding action against a Plagueship must place one Nurgle's Rot counter on its own template for every round of combat it remains in contact with the Plagueship.


NURGLE
PLAGUESHIP
MAN O' WAR
CREW 3 CHAOS WARRIORS
4
FORE MAST
Save 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.
5
MAIN MAST
Save 4, 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.
6
AFT MAST
Save 5 or 6
First hit has no effect. Second hit destroys mast. Ship speed reduced by 2". Any further hits do not cause critical damage.
HIGH
2
FORE PLAGUE CATAPULT
Save 4, 5 or 6
Fore Plague Catapult lost.
AFT PLAGUE CATAPULT
Save 4, 5 or 6
Aft Plague Catapult lost.
3
4
BOWS
Save 4, 5 or 6
Broadside Plague Catapult lost.
5
PADDLES
Save 4, 5 or 6
First hit no effect. Second hit destroys paddles.
6
STERN
Save 5 or 6
LOW
NO EFFECT
NO EFFECT
SINKS
BELOW WATERLINE
Save 4, 5 or 6
First and second hits have no effect. Third hit sinks ship.
SAIL: 6" PADDLES: 4"
BATTLE HONOURS: 6

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NURGLE PLAGUECRUSHERS

Nurgle Plaguecrushers are bizarre-looking vessels. They are loosely based on a Wargalley's hull, but have a huge siege tower sticking up from the central deck, built from whatever rotting and diseased timbers can be found.

The Chaos Cultists that serve aboard these vessels are protected by this tower from grapeshot and arrows as they close with the enemy fleet. Once in range, the slime-dripping Plague Catapults mounted at the top of the tower lob their filth-laden missiles towards their targets, spreading disease and pestilence wherever they strike.

MOVEMENT

A Plaguecrusher can move under both sails and paddles.

Under sail, a Plaguecrusher can move 6" whether the wind is coming from the side or from behind.

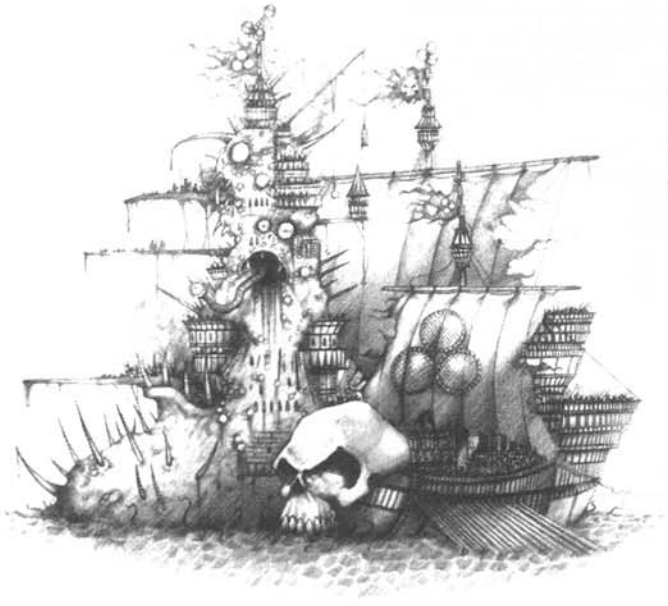
Under paddles, a Plaguecrusher can move 6". It can use 3" of this movement allowance to make a single turn of up to 90° on the spot, or use all 6" to make a single 180° turn on the spot. A Plaguecrusher may move 3" backwards instead of making its normal move. It may use the normal turn template if you want.

COMBAT

Each Plaguecrusher is armed with two Plague Catapults mounted on a boarding tower firing straight ahead.

A Plague Catapult may not be fired at close range because of its angle of fire. Shots made at ships within this range band simply pass straight over the target's masts. Because they are mounted at the top of a tower, the Plague Catapults on a Plaguecrusher may ignore any vessels in the first 3" of the firing template; they do not block line of sight to other vessels.

Deathgalley and Nurgle Plaguecrusher



It must always be aimed high – you cannot target a low location on the target ship. If the target has no high or low locations, like an Imperial Wargalley for instance, any of its locations may be shot at.

If a location is hit and fails its saving throw, it takes one point of damage and the plague spores crash down to the location below, just like a normal catapult.

This second location also gets a saving throw, adding +1 to the dice roll because of the diminished penetrating power of the shot. If this location fails it also takes one point of damage and the spores continue down. This process continues until a location makes its save or the shot passes straight through the ship, adding +1 to the saving throw each time a new location is damaged.

If the shot passes through an area that has already been destroyed the area does not take a critical, the shot just passes straight through to the location below.

If there is a choice between two locations as the shot falls roll a dice; on a 1, 2 or 3 the shot hits the left-hand area, on a 4, 5 or 6 the shot hits the right-hand area.

Once a successful shot has completed its path of destruction and has come to a stop, roll a second dice; on a result of 5 or 6, even if no damage has been caused, the ship has been infected with Nurgle's Rot – place a Nurgle's Rot counter on the top of the ship's template, next to the crew stack.

PLAGUE COUNTERS

During the End Phase, between rolling for blazes spreading and moving stragglers, the Chaos player rolls a dice on the following table for each Nurgle's Rot counter.

Roll	Result
1-2	The frenzied efforts of the ship's surgeon to contain the spread of the disease pay off; remove one Nurgle's Rot counter from the ship.
3	The plague has no effect this turn.
4-5	The plague runs riot through the crew, incapacitating them; remove one crew counter from the infected ship
6	The ship's hold creaks as it begins to decay; the infected ship takes one point of below the waterline damage.

BOARDING ACTIONS

Every round, place one Nurgle's Rot counter on the template of any ship involved in a boarding action against a Plaguecrusher.

PLAGUE TOWER

Because the Plague Tower protects the Chaos Cultists onboard, any ship boarded by the crew of a Plaguecrusher does not get any bonus for firing grapeshot in defence.

CREW AND CHAOS REWARDS

A Plaguecrusher is crewed by Chaos Cultists; see the *Chaos Crews* section for more details.

A Plaguecrusher may only be given Chaos Rewards of Nurgle. See the *Chaos Rewards* section for more details.

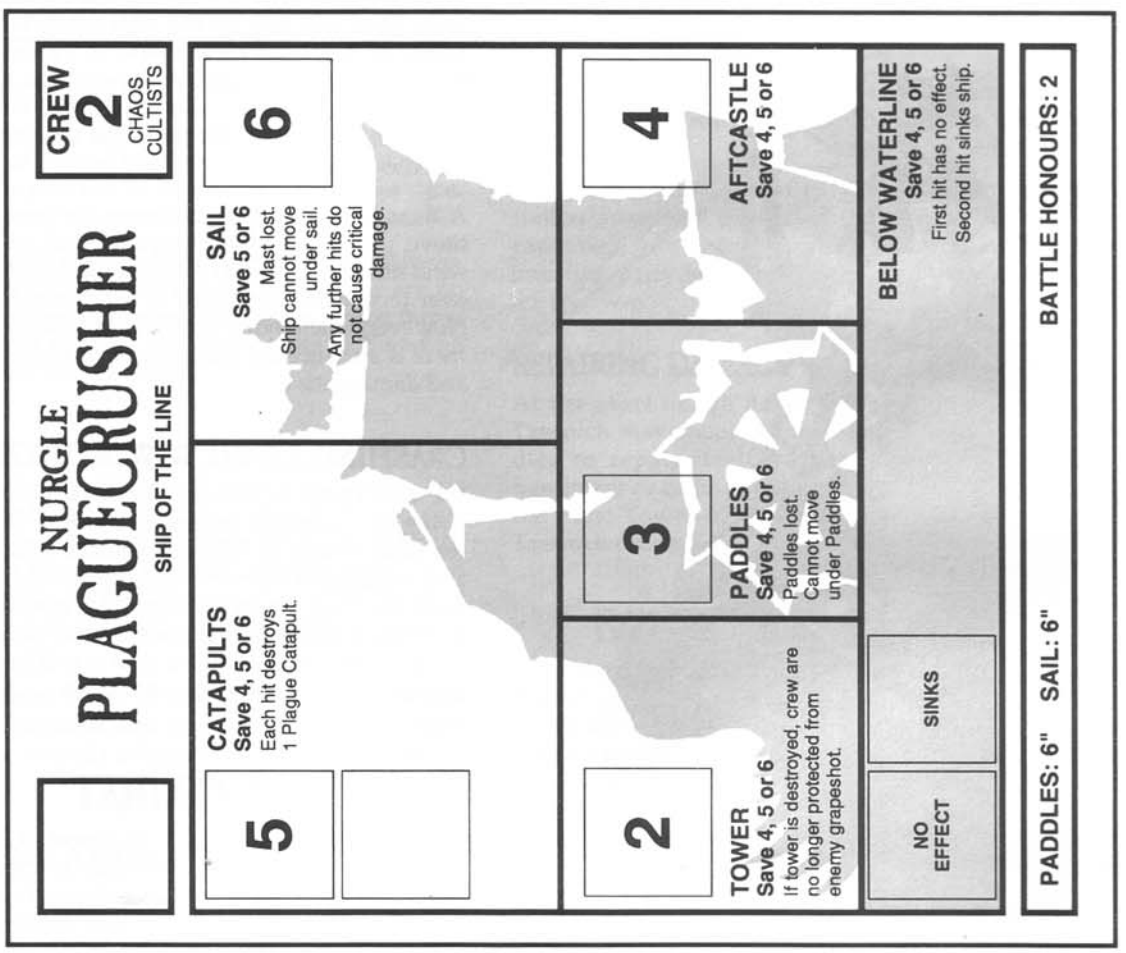
Hawkships closed with the crippled victims of the attack, Wardancers leaping aboard to reap a dark harvest from the crews of the foundering Doomrollers and Hull destroyers. Roused from their lairs, great Dragons flew down to join the carnage, raining molten fiery death on the beleaguered Chaos Dwarf ships until their hulls glowed red.

But Abnagg was a powerful leader, and his fleet rallied to his call, setting up a great circle of ships which the Elf Warships could not break. In the centre of this wall of iron stood the Great Levellers, bombarding the fast moving Elf ships with their Apocalypse cannons. As the Elf ships were damaged, so they slowed down, until the Doomrollers, Hull destroyers and Hellfire Battlebarges could pick them off at their leisure.

Evidently satisfied with the destruction they had wreaked upon the Warfleet of Zharr- Naggrund, the Elf fleet withdrew into the safety of their harbour, denying Hellbeard the victory he so dearly yearned. His anguished cries echoed across the sinking wrecks of his ships, and he swore bloody vengeance against the Lords Of The Fortress of the Dawn.

So began the long siege of the Fortress Of The Dawn, a bloody, desperate, vengeful siege which lasted many years, and cost much Elf and Chaos Dwarf blood.

Yet still no ship has passed the Fortress Of The Dawn without the say so of the ever vigilant Elf Lords.



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BANE TOWER OF TZEENTCH

When a Chaos Sorcerer takes to sea as part of a Chaos Fleet he will always be aboard a Bane Tower of Tzeentch. This strange vessel resembles a huge floating castle, suspended above the waves on a glowing nimbus of light and bathed in a veil of lightning bolts that crackle across its hull.

SETTING UP A BANE TOWER OF TZEENTCH

A Bane Tower of Tzeentch's template is similar to a Great Winged Terror's. Rather than knocking out individual areas, any damage to a Bane Tower of Tzeentch affects the craft as a whole.

At the bottom of the template is the Energy Track. This indicates how much raw warp energy the Bane Tower of Tzeentch is able to tap this turn. At the start of the game, take three Energy of Tzeentch counters and place one on each of the squares of the Bane Tower's Energy Track. These are used to keep track of the total damage inflicted on the Bane Tower of Tzeentch and hence how much power it has available to move, fire and repair itself.

A Chaos Fleet's Sorcerer is always aboard a Bane Tower of Tzeentch. If the Bane Tower is destroyed and explodes, the Chaos Sorcerer is killed automatically.

MOVEMENT

Because a Bane Tower of Tzeentch is driven by the raw power of Chaos that flows within it, and this can vary from turn to turn, its movement rate is unpredictable.

At the start of each Battle Phase, take 1 dice for each Energy of Tzeentch counter on the Bane Tower of Tzeentch's template. So at the start of the game, each Bane Tower of Tzeentch will have 3 dice to use each Battle Phase. These dice are split between moving the Bane Tower of Tzeentch, making attacks against other ships and repairing damage.

Choose how many of the available dice will be used to move the Bane Tower of Tzeentch this turn. Roll that many dice and add up the total score; this is how far you may move the Bane Tower of Tzeentch this turn. So, for instance, if you decide to use two dice for movement and score 4 and 5, you may move the Bane Tower of Tzeentch 9" this turn (the total of the two dice rolled is 4 + 5 = 9).

A Bane Tower of Tzeentch uses the turn template to move, just as most other ships do, and may ignore any wind effects. A Bane Tower of Tzeentch may also skim over terrain features such as sand banks and islands. However, when flying at high speed over such obstacles there is a chance the Bane Tower of Tzeentch will crash and damage itself.

CRASHING A BANE TOWER OF TZEENTCH

If a Bane Tower of Tzeentch spends any part of its move flying over a terrain feature, roll a dice; on a score of 1 the Bane Tower of Tzeentch collides with the obstacle and is damaged – remove 1 Energy of Tzeentch counter from the Bane Tower of Tzeentch's template. This will not affect the performance of the Bane Tower of Tzeentch this turn, but next turn it will have one fewer dice to allocate to moving and combat.

COMBAT

After you have moved a Bane Tower of Tzeentch, for every unused Energy of Tzeentch counter remaining you may unleash a Bolt of Tzeentch.

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CHAOS

BANE TOWER OF TZEENTCH

INDEPENDENT

CHAOS SORCERER

CREW 2 CHAOS CULTISTS

MAIN TOWER
Save 4, 5 or 6
Further hits do not cause critical damage.

4

FORE TOWER
Save 4, 5 or 6
Further hits do not cause critical damage.

5

AFT TOWER
Save 4, 5 or 6
Further hits do not cause critical damage.

6

DESTROYED

ENERGY TRACK
Each hit above reduces power by 1. Remove one counter from the energy track.

UP TO 3 DICE " MOVEMENT **BATTLE HONOURS: 2**

CHAOS SORCERER'S SPELLS

BOLTS OF TZEENTCH

A Bolt of Tzeentch is a magical attack that has a range of 9", a 360° arc of fire and uses the normal range ruler. For each bolt that you fire at an enemy ship, roll a dice, declaring whether you are aiming high or low as usual.

Any locations hit get a normal saving throw whatever range the Bolt Of Tzeentch is fired from; there are no modifiers for range. Any area that fails its saving throw takes a point of damage. Successive hits to the same location will not cause criticals.

DAMAGE

When a Bane Tower of Tzeentch is hit, it makes a saving roll for the location struck, as normal. However, for each hit that is not saved the Bane Tower of Tzeentch loses one of its Energy of Tzeentch counters, rather than suffering damage to that particular location. When it has no Energy of Tzeentch counters left, the ship is destroyed.

Note that a Bane Tower of Tzeentch has no below the waterline hit locations, and therefore does not take any damage from criticals affecting this location, rams, et cetera.

DESTROYING A BANE TOWER

When a Bane Tower of Tzeentch loses the last of its Energy of Tzeentch counters it explodes with a flash of light and a loud crack, and the vessel and its crew vanish into the warp, leaving no debris to mark their passing.

A captured Bane Tower of Tzeentch vanishes in a similar manner at the end of the turn in which it was captured; any crew counters from the victorious boarding party left onboard end up in the water were the ship was.

REPAIRING DAMAGE

At the start of the Battle Phase, a Bane Tower of Tzeentch may choose to use some or all of its energy dice to repair itself, rather than using them for movement or combat. For each dice that scores a 5 or 6, the Bane Tower of Tzeentch regains one Energy of Tzeentch counter.

BOARDING ACTIONS

Even though a Bane Tower of Tzeentch hovers above the waves, it may still be boarded or board other ships. If you win a round of combat during a boarding action made against you, roll a dice for each enemy crew counter you killed; on a 4, 5 or 6 it is not killed, but instead is transformed into Pink Horrors. Take the crew counter, swap it for a Pink Horror crew counter, and add it to your stack. You may add +1 to your boarding action dice rolls for each enemy crew counter you have mutated in this way.

DEATHGALLEYS

Alongside the mighty Men O' War of the Plaguefleet are their misguided followers, sailing in a rag-tag assortment of battered and battle-scarred vessels. Their ships' sails are painted in the colours of their hellish masters, proclaiming the crazed and desperate cut-throats' allegiance to the Four Lords of Damnation.

The greatest of these depraved warriors lead their squadrons into battle, hoping for glory and rewards from their overlords. Their only rescue from oblivion is in promotion to the rank of Chaos Warrior, serving aboard the mighty vessels of Khorne, Nurgle, Slaanesh and Tzeentch that they follow. The dregs of these are the Chaos Spawn – gibbering, mindless automatons, hurled into the front-line.

MOVEMENT

A Deathgalley can move under both sail and oars.

Under sail, a Deathgalley can move 9" with the wind behind it and 6" with the wind abeam.

Under oars, a Deathgalley can move 4". It can use half this movement allowance to make a single turn of up to 90° on the spot, or use all 4" to make a single 180° turn on the spot. Alternatively, a Deathgalley may move 6" in a straight line with no turns. A Deathgalley may reverse up to 2".

RAMMING

A Deathgalley may make a ram attack by moving straight into an enemy vessel from at least 3" away. The ramming table is on the Chaos Fleet List.

COMBAT

Each Deathgalley is armed with one cannon firing straight ahead. It follows all the normal rules for line of sight, damage, etc., and may be used to repel boarders.

CREW AND CHAOS REWARDS

A Deathgalley is crewed by Chaos Cultists; see the *Chaos Crews* section for more details.

Each Deathgalley starts the game with one Chaos Reward card. Each Deathgalley must have its Chaos Reward bestowed by the same Chaos Power as the rest of the ships in its squadron. The Chaos Reward card is placed on the Deathgalley's template. See the *Chaos Rewards* section for more details.

CHAOS
DEATHGALLEY
SHIP OF THE LINE

CREW 2 CHAOS CULTISTS

4

MAST
Save 5 or 6
Mast lost.
Cannot move under sail.
Any further hits
do not cause critical
damage.

5

FORE CASTLE
Save 4, 5 or 6
Cannon destroyed.
May not fire.

OAR DECK
Save 5 or 6
Oars lost. Cannot
move under oars.

6

NO EFFECT

SINKS

BELOW WATERLINE
Save 5 or 6
First hit has no effect.
Second hit sinks ship.

OARS: 4"(6") SAIL: 6"(9") BATTLE HONOURS: 2

CHAOS REWARDS

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CHAOS REWARDS

As the ships of the Plaguefleet continue from battle to battle, the actions of their crazed and insane Captains sometimes attract the attentions of their Chaos overlords. Particularly foul acts of atrocity may earn the attention of Khorne, for instance, and the Captain of the vessel responsible is then marked out for greater things. Those who best serve the insane and incalculable plans of Nurgle, Tzeentch, Khorne and Slaanesh may earn special powers to aid them in future battles.

These are represented by Chaos Reward cards. Plague Fleet contains a deck of 32 of these Chaos Rewards, 8 for each Chaos Power.

Split the Chaos Reward deck into four smaller decks, one for each of the Chaos Powers. You may choose which Chaos Power deck you draw from, but the actual Chaos Reward Card itself is chosen at random.

Each Deathgalley starts the game with one random Chaos Reward Card; this free card is included in the points cost of the squadron. You may not give Chaos Rewards from different Chaos Powers to ships within the same squadron.

Extra Chaos Reward Cards may be bought at the start of the battle if you have the points to spare. Each extra Chaos Reward Card costs 25 points and may be allocated to any Deathgalley. You may give each Deathgalley a maximum of 1 extra Chaos Reward Card at the start of a game or campaign, although it may earn more than this as it becomes more experienced.

You may also buy one Chaos Reward Card for each Chaos Man O' War in your fleet, at a cost of 25 points each. Obviously, you cannot buy Chaos Reward Cards for a Man O' War that is not of the same Chaos Power as the ship itself.

No ship may have more Chaos Reward Cards than it has below the waterline hits.

CHAOS REWARD CARDS

Chaos Power's Symbol

Indicates which Chaos Power bestowed this Chaos Reward on the ship.

SPECIAL ATTACK

SHIP ROT

This ship has a forward-firing catapult loaded with slime and rotting filth. It may fire once per battle and has a 9" range. Roll to hit as a catapult. A 1 misses. Any area hit takes 1 point of damage.

Roll for the rot spreading immediately, using the fire spreading table. Any area it spreads to must make a saving throw or take a point of damage. Roll for each area the rot spreads to until it either tries to spread to an area it cannot, remains still, re-infects a rotten area, or the whole ship is affected.

USE THEN DISCARD

Type of Chaos Reward

Indicates whether the Chaos Reward affects the ship itself, or if it may be used against other vessels.

What the Chaos Reward may be used on and its effects.

This area has a short description of the Chaos Reward, followed by a summary of its effects.

If the Chaos Reward may only be used once during a game the card will say 'Use then Discard', otherwise it may be used once per turn.

CHAOS MAGIC

Wizards who ally with the dark powers of Chaos are treading a much more dangerous path than those who belong to the Colleges of Magic. Not for them the deliberate manipulation of the magical energy field that streams from the Realm of Chaos, following prescribed and traditional rituals laid down thousands of years ago; theirs is the exhilarating opening of the door between the material world and the seething Warp, attempting to harness the raw power of Chaos.

Every time they cast their awesome spells, Chaos Sorcerers walk the knife-edge between mastery of power beyond comprehension and destruction by the very forces they strive to control. Their souls have been pledged to Chaos in exchange for ever-greater power, while their minds are often twisted beyond recognition.

As with all followers of Khorne, Slaanesh, Tzeentch and Nurgle, these Sorcerers of Chaos know that their destiny must be salvation through damnation; promotion through the ranks of Chaos to the heights of Daemonhood is their only escape from oblivion.

The chances of this distant goal being realised are insignificant compared to the likelihood of the Sorcerer being utterly consumed by the raw energies of Chaos. But for those few moments when mastery is bestowed upon them, albeit temporarily, the wild powers a Chaos Sorcerer can command dwarf even those of the mightiest Wizards of the Known World.

SETTING UP

The Chaos player may have one Chaos Sorcerer in his fleet. Take the Chaos Sorcerer template and place it next to the Bane Tower of Tzeentch template; he is always aboard this ship at the start of the game. The Chaos Sorcerer template, along with a power counter, is used to show how much energy the Chaos Sorcerer is drawing from the Warp to cast his spells.

Now have a look through the Chaos Magic Deck. You will notice that there are two types of cards in the deck: Spell Cards and Power Cards. These are explained in more detail later on in this section, but for now simply shuffle them together and place the whole deck face down next to the Chaos Sorcerer's card.

CHAOS SORCERERS

Unlike the Wizards in the Man O' War rulebook, there is only one level of Chaos Sorcerer, equivalent to a Wizard Lord. He costs 200 points, including the Bane Tower in which he takes to the field.

A Chaos Sorcerer starts with a hand of 6 Chaos Magic Cards, made up of Spell Cards and Power Cards; a Chaos Sorcerer's skill is to manipulate his hand so that he has enough Power Cards to cast the most powerful spells. During the game, the size of the Chaos Sorcerer's hand of cards may fluctuate, but may never exceed 6.

The Chaos Sorcerer's ability to draw power from the Warp is also fixed at the start of the game. Although it too is likely to change quite dramatically during the course of the game, the Chaos Sorcerer's ability to draw power may never exceed its original value.

The statistics for a Chaos Sorcerer are as follows:

Mastery Level	Points Cost	Magic Cards	Power	Battle Honours
Chaos Sorcerer	200	6	6	3

As a high level Wizard, the Chaos Sorcerer recieves the standard +1 bonues to casting and dispelling rolls.

Once you have bought your Chaos Sorcerer, place a power counter on the 6th space on his power track and draw 6 cards from the Chaos Magic Deck.

Dark Elves

If both players agree, a Dark Elf fleet may have a Chaos Sorcerer instead of a normal Wizard.

CASTING CHAOS MAGIC

Chaos Magic is cast during the Magic Phase, just like normal magic, by rolling a dice and scoring equal to or above the casting number for the chosen spell. You will notice that the casting numbers for Chaos Magic can be much higher (up to 9) than those for normal spells, reflecting their increased power.

To be able to cast powerful magic, a Chaos Sorcerer must attempt to channel raw power directly from the Warp. You may use the Power Cards to channel more power through your Chaos Sorcerer and increase his chance of casting a spell. For each Power Card you use to augment the Chaos Sorcerer's ability, you may add +1 to your dice roll. Note that because a Chaos Sorcerer is a high level Wizard, he automatically recieves an +1 to his casting or dispelling rolls.

You do not have to use all the Power Cards in your hand in this way; you can save any number of them for casting spells in future turns or use them to dispel incoming spells. However, without them many spells in the Chaos Magic deck are impossible to cast.

If you roll equal to or more than the casting number for the chosen spell, it is cast successfully. Remember that an unmodified roll of 1 is always a failure. If you fail to make the required roll, the Chaos Sorcerer has failed catastrophically and may suffer ill-effects from exposure to the Warp: see *Failing to Cast Chaos Magic.*

Once you have tried to cast a spell, the Chaos Magic Card is placed in the discard pile whether the attempt to cast the spell was successful or not. If you have used any Power Cards to augment your roll, they too are placed in the discard pile.

FAILING TO CAST CHAOS MAGIC

If you fail to cast a spell (but not if it is dispelled), the Chaos Sorcerer has not managed to control the powers of Chaos under his command. This can prove to be very dangerous; you must roll to see if he overloads under the strain of the seething energies he has employed.

Roll once on the following table for each Power Card you used to augment the spell: if you used 3 Power Cards, for instance, roll 3 times applying each effect immediately.

Roll	Effect
1	With an anguished scream, the Chaos Sorcerer is consumed by the boiling energies of the Warp that he tried to master. The fleet no longer has a Chaos Sorcerer!
2-3	The strain of the Warp shrivels the flesh of the Sorcerer and broils his mind. Move his power counter down 1 space on his power track. If the Chaos Sorcerer ever reaches zero power he explodes in a welter of flesh and bone as the seething stuff of raw Chaos claims him. The Chaos fleet has no magic for the rest of the game.
4-6	The Sorcerer manages to master the sudden backlash of the released energies and suffers no ill-effects.

DISPELLING CHAOS MAGIC

If the spell was cast successfully, your opponent now has a chance to dispel it. Since Chaos Magic is the opposite of all the eight Colleges of Magic, any colour spell can dispel Chaos Magic.

CHAOS MAGIC CARDS

8+
8+
MAW OF DOOM
The sea boils and turns black around the target ship, violently shaking it from side to side. The dark waves rise and form a gaping maw that closes around the vessel, submerging it completely.
Roll on the following table:
1-2 Roll 1 dice; the target takes that many hits – save as usual.
3-4 Lose 1 crew counter, plus roll 1 dice; the target takes that many hits – save as usual.
5-6 The target takes 2 hits and 1 point of below the waterline damage with no save, and loses 1 crew counter.

Casting Number

This is the number you must roll equal to or above to cast this spell successfully.

You may add +1 to your dice roll for each Power Card that you use to increase the spell's power.

What the spell may be cast on and its effects.

This area has a short description of the spell's effects, followed by a summary of what the spell may be cast at and what the effects on the target are.

The effects of the spell are applied if the spell is successfully cast. If you fail to cast the spell, it has no effect. In either case, the card is discarded after use.

Your opponent may choose any one of his spells and attempt to roll equal to or over the casting number printed on it, subtracting -1 from his roll for every Power Card you used to cast the spell. If he succeeds, the spell has no effect and is wasted.

Automatic Dispel

When attempting to dispel Chaos Magic, a roll of a 1 *always* fails and a roll of 6 *always* succeeds, regardless of how many Power Cards have been used.

The cannons of the crippled Imperial Wolfship thundered as it blew great chunks of iron, wood and flesh from the Bloodship. Even under the terrible onslaught, the warship of Khorne was unstoppable. Driven by the remorseless beat of the great drums, the Bloodship's galley slaves drove the vessel towards its prey.

The ships collided with a crash, the Hammer of Khorne smashing into the doomed Wolfship's forecastle in a welter of molten lead and boiling iron. All but Deathmonger himself reeled momentarily under the impact; he alone stood firm, swinging his armoured head from side to side as though scenting the imminent slaughter of his prey.

In the moment of quiet immediately after the great ram struck home, the screams of the wounded and the whimpering of the terrified echoed across the water between the ships. Some poor fools were already crying for mercy.

Deathmonger laughed aloud as he lurched down the stairs to the battle ramps. Sword in hand, he led his entourage of battle-hardened Chaos Warriors into battle. Shoving his way through the crazed Berserkers and stamping hard on the bodies of those who had already been trampled underfoot, Deathmonger made for the enemy vessel. As always, he intended to lead the attack personally, his battle banner flying as his blade carved a wet red arc through his foes.

"LOWER THE RAMPS." Deathmonger's commanding voice travelled the length of the ship, above the noise of the battle.

"NO PRISONERS! BLOOD AND SKULLS FOR MY LORD KHORNE!"

DISPELLING ENEMY MAGIC

The Chaos Sorcerer may attempt to dispel magic cast against the Plaguefleet, whichever College it belongs to.

To dispel incoming magic, choose any one of the Chaos Sorcerer's spells and roll equal to or above the casting number. You may augment your dispel attempt by using Power Cards, adding +1 to your dice roll for each one that you use.

If the dispel attempt fails, the Chaos Sorcerer may suffer ill-effects just as if he failed to cast a spell.

FOR EXAMPLE

The Chaos Sorcerer has cast Plagueflies on an enemy vessel, using 3 Power Cards to increase his chance of casting it. His opponent would therefore deduct -3 from his dice roll to dispel it. This means that if he got a roll of 5 he would deduct -3 and end up with a total of 2. He would therefore need a spell in his hand with a casting number of 4 or less to have a chance of successfully dispelling the Plagueflies.

REPLENISHING POWER

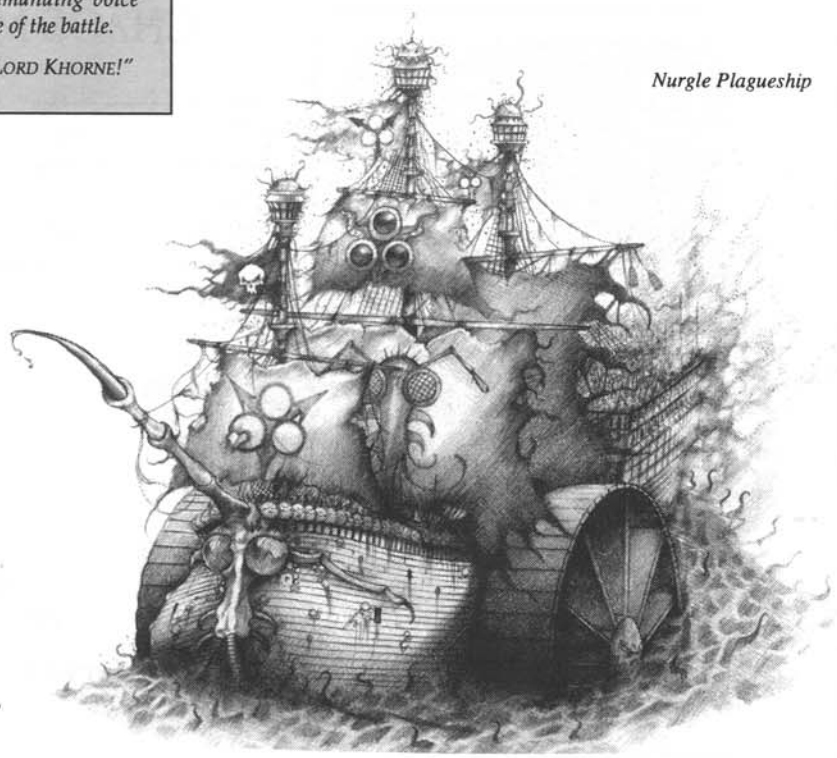
At the start of the Magic Phase you may choose to increase your Chaos Sorcerer's power instead of casting spells. For every Power Card in your hand you discard, you may move the Chaos Sorcerer's power counter one space along his power track, up to a maximum of 6.

REPLENISHING CARDS

During the End Phase, the Chaos Sorcerer discards and replenishes his hand of cards just as other Wizards do. He may pick up a number of cards from the Chaos Magic Deck equal to his current power, as long as it will not take his hand over its maximum number of 6 cards.

FOR EXAMPLE

A Chaos Sorcerer has a current power of 3 (shown on his power track) so may draw up to 3 cards from the Chaos Magic Deck during the End Phase, up to a maximum hand of 6 cards (the total number of Chaos Magic Cards a Chaos Sorcerer can hold).



Nurgle Plagueship

CHAOS CREWS

A Plaguefleet collects Battle Honours in exactly the same way as other fleets; for full details on how this happens see the Man O' War rulebook. However, the effect of this accumulation of Battle Honours is slightly different for Chaos Fleets.

As a Chaos Fleet progresses down the dark path to corruption, its crews are effectively walking a knife edge: on one side lies the nightmare possibility of being mutated into a mindless chaos spawn, the playthings and cannon fodder of Chaos, while on the other side is the lure of power beyond mortal comprehension.

CHAOS CREWS AND EXPERIENCE LEVELS

In the same way that normal crews get more experienced as they gain Battle Honours, the crew of a Chaos ship improves in skill as it survives each battle and comes to the attention of its patron Chaos Power.

A Chaos ship's crew is represented by a stack of counters from the following list:

Crew Type	Battle Honours	Boarding Action Special Dice Modifier*
Chaos Spawn	0	-1 for each
Chaos Cultists	2	0
Beastmen	5	If leading, reroll 1st bad dice
Chaos Warriors	10	If leading, +1 for each
Chaos Knights	20	If leading, +2 for each

** On top of the standard +1 for having the counter in the stack.*

They are placed on the ship's template instead of normal crew counters to indicate the exact composition of the ship's crew.

Plague Fleet contains a number of Chaos Reward cards. These are also awarded to crews as they gain experience, and are placed on the ship's template. See the *Chaos Rewards* section for details.

	Battle Honours
Chaos Reward Card	12

ASSIGNING EXPERIENCE

At the end of each battle, total up the number of Battle Honours you earned. These may now be spent to increase the strength and efficiency of your crews (hopefully), or saved up until after the next battle.

First, place all the circular Chaos Experience counters in a cup.

Then choose which of your surviving ships the Lords of Chaos were paying attention to during the battle; these are the vessels whose crewmen are to be rewarded for their efforts.

Take one Chaos Experience counter out of the cup for the chosen ship and (without looking at it) place it face down next to the ship's template. Then choose another ship and do the same. You may choose the same ship again if you want.

You may continue to choose counters until they run out. Once you have placed a counter it cannot be put back in the cup. You may stop choosing counters at any time.

Each Chaos Experience counter that you have taken must now be paid for from your Battle Honours. Take each counter in turn and turn it over.

If it has a crew level on it, you must subtract its value from your current total of Battle Honours. So, for example, if you flip over a counter and find that it says Beastmen you must spend 5 of your Battle Honours to keep it. Exchange it for a crew counter of the correct type and place it on the ship's template.

If you do not have enough Battle Honours to pay for the counter that you have flipped over, you must exchange it for a Chaos Spawn counter and place that on your ship's template. Once you have run out of Battle Honours, all the remaining face-down Chaos Experience counters are also exchanged for Chaos Spawn counters.

Crew Limits

A ship may have a maximum of twice the number of crew counters that it started the campaign with at any one time. If you have placed a Chaos Experience counter on a ship that is already at its maximum, and it turns out to be an extra crew counter, you must discard one of the crew counters that is already on that ship.

However, you may never swap a crew counter for a new counter of the same type; if you flip over a Chaos Experience counter and it says 'Chaos Beastman', for instance, and you are already at the maximum crew for that ship, you may not swap the new crew counter for any Chaos Beastmen counter already on the ship.

FOR EXAMPLE

A Deathgalley may have an absolute maximum of four crew counters aboard (twice its normal allowance). This means that if it already has four crew counters and its patron Chaos Power bestows another warband of Beastmen on it, you must discard one of the counters already on the ship that is not a Beastman counter and replace it with the new Beastmen.

If the counter says Chaos Reward, draw one Chaos Reward Card of the appropriate Chaos Power for the ship and place that on its template.

Finally, place all the Chaos Experience counters back in the cup.

CHAOS CREWS IN BATTLE

When the crew of a Chaos ship is involved in a boarding action, the stack of crew counters is arranged so that the counter at the top of the stack shows who is leading the attack or defence.

Roll for the boarding actions as normal, adding the total number of crew counters in the stack plus any other modifiers for guns, etc. as usual. In addition, each type of crew counter in the stack has the following effects.

Chaos Cultists

Chaos Cultists are the standard crewmen of the Chaos Fleet, and have no special modifiers on boarding action dice rolls.

Chaos Spawn

Chaos Spawn are the dregs of the Chaos army, hurled into the front line as cannon fodder in any major battle. Their combat skills are vastly inferior to even the most average sailor.

If Chaos Spawn are taking part in a boarding action, there is a -1 modifier to your boarding action dice roll for each Chaos Spawn counter in the stack.

This means that Chaos Spawn have no actual effect on a boarding action dice roll, as the +1 for their presence is cancelled out by the -1 for their ability. They are therefore only useful in the front line of a boarding action, to soak up losses.

Beastmen

Beastmen are ferocious goat-headed humanoid creatures who live for the joy of battle.

If Beastmen are *leading* a boarding action, you may re-roll the first boarding action dice roll that results in a draw or defeat for your side. The re-rolled result counts even if it is worse.

Chaos Warriors

Chaos Warriors are all but unstoppable. They are reputed to be as twice as strong as any other race.

If Chaos Warriors are *leading* a boarding action, there is a +1 modifier to your boarding action dice roll for each Chaos Warrior counter in the stack.

Chaos Knights

Chaos Knights are the most feared of the human warriors that follow the Powers of Chaos, but any humanity they once had is long forsaken.

The Chaos Knights' sole aim is to deliver the souls of their victims to their Daemonic masters. They are the ultimate warriors of the dark gods.

If Chaos Knights are *leading* a boarding action, there is a +2 modifier to your boarding action dice roll for each Chaos Knight counter in the stack, plus an additional +1 modifier for each Chaos Warrior counter in the stack.

LOSING A BOARDING ACTION

If you lose a round of combat during a boarding action, the crew counter that was leading the attack is killed and removed from play. Decide which of the remaining crew counters is now leading the boarding action before carrying on.

FOR EXAMPLE

A Deathgalley crashes into the side of an Imperial Wolfship, and its crew of howling Chaos creatures pour over the sides of the Imperial vessel. The Deathgalley has gained plenty of experience in former battles, and has the following crew:

1 Beastmen counter
1 Chaos Warriors counter
1 Chaos Cultists counter
1 Chaos Spawn counter

In this action, the Chaos Player decides that the Beastmen will lead the initial assault. This means the Chaos player gets a dice roll +3 (+4 for his 4 crew counters and -1 for the Chaos Spawn).

The Imperial player gets a dice roll +4 in defence (1 for each crew and one for his broadside cannons).

The Chaos player rolls a 1, which gives him a total of 4 (1+3=4). The Imperial player rolls a 5, which gives him a total of 9 (5+4=9). The attack is already in trouble!

However, as the Beastmen are leading the assault, the Chaos player may re-roll the first losing result. He gets a 2 on his second roll – not much better, and still not enough to win, so the Beastmen are killed and their counter is removed.

The Imperial player now has the initiative, and decides to counter-board. He gets a dice +3 when attacking as he can't use his cannons.

The Chaos player decides to lead with his Chaos Warriors, giving him a dice +4 (+3 for his 3 crew counters, -1 for the Chaos Spawn, +1 for the Chaos Warriors and +1 for his cannon).

The Imperial attacker rolls a 4, which gives him a total of 7 (4+3=7).

However, this time the Powers are smiling and the Chaos player rolls a 4, which gives him a very healthy 8 (4+4=8). The Imperial player must remove one of his crew counters as the initiative passes back to the Chaos player, who now decides to press home the advantage with the Chaos Warriors leading the assault.

The Imperial player is on a dice +3 (one for each crew plus 1 for his cannon).

The Chaos player, who is on a dice +3, rolls a 2, giving him an 5 (2+3=5).

The Imperial player also rolls a 2, which gives him a 5 (2+3=5). This round is a draw and both players lose a crew counter, with the Chaos player losing his Chaos Warriors.

The initiative now passes back to the Imperial player. Although he only has 1 crew counter left, he decides to carry the fight back to the Chaos player and counter-boards again! He is now on a dice +1, and rolls a 3 for a total of 4 (3+1=4).

The Chaos player, now with Chaos Cultists in the front line, is on a dice +2 (+2 for the number of crew counters, -1 for one being a Chaos Spawn, and +1 for his cannon).

With the battle turning against him, the Chaos Player manages to roll a 5. Success! That gives him a total of 7 (5+2=7). The last Imperial crewmen are put to the sword as the Chaos player captures the Wolfship. He decides to place his Chaos Spawn aboard her as a prize crew, and leave his Chaos Cultists manning his own ship.

A bloody encounter indeed!

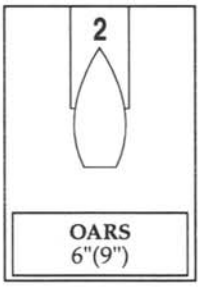
PLAGUEFLEET

KHORNE

Th Plaguefleets of Chaos sail forth from deep within the Seas of Chaos, waging constant war and carrying the fatal taint of Chaos across the globe. They are perhaps the ultimate enemy and greatest threat to the ocean-going warfleets of the Known World.

KHORNE BLOODSHIP

Crew: 3 Chaos Warriors



MOVE
Oars: 6" (9" straight with no turns). May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".

WEAPONS
1 Burning Skulls attack firing ahead; may not be used to repel boarders; see special rules.
1 Hammer of Khorne firing ahead; may not be used to repel boarders; see special rules.

SPECIAL RULES
Burning Skulls are a 1 dice attack, have a range of 6", use the normal range ruler, and have a save modifier of -1. If target fails his saving roll, the location hit is set ablaze.

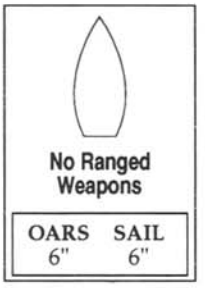
Hammer of Khorne may make a 1 dice attack with a range of 6", using the normal range ruler and with a normal save. If target fails his saving roll, the location hit is set ablaze and all adjacent locations must make a save or be set ablaze too.

May ram using the Hammer of Khorne. Must move at least 3" towards foe under oars in straight line with no turns. If contact is made, roll a dice. On a score of 1, 2 or 3 the Hammer of Khorne strikes a low area on the target ship; on a score of 4, 5 or 6 it strikes below the waterline. If strike is a low location, make a normal 1 dice attack with a -2 save modifier. If strike is below the waterline, foe must make a below the waterline save at -1. If he fails, roll a dice:

1-2	1 point of below the waterline damage
3-5	2 points of below the waterline damage
6	3 points of below the waterline damage

KHORNE IRONSHARK

Crew: 2 Chaos Cultists



MOVE
Oars: 6". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".
Sails: 6".

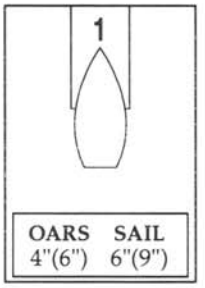
WEAPONS
No ranged weapons.

SPECIAL RULES
If the Ironshark is in contact with an enemy ship it may make a 1 dice attack to any low location, with a saving roll modifier of -1. If the enemy player rolls a 1 when making his saving roll, the attack causes 2 points of damage rather than 1, possibly causing a critical.

CHAOS

DEATHGALLEY

Crew: 2 Chaos Cultists



MOVE
Oars: 4" (6" straight with no turns). May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".
Sails: 6" normally, 9" with the wind from behind.

WEAPONS
1 cannon firing straight ahead; may be used to repel boarders.

SPECIAL RULES
May ram. Must move at least 3" towards foe under oars in straight line with no turns. If contact is made, foe must make a below the waterline save – if he fails roll a dice:

1-3	1 point of below the waterline damage
4-5	2 points of below the waterline damage
6	3 points of below the waterline damage

Note that a Deathgalley is available to any Chaos Power, not just Khorne.

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PLAGUEFLEET

SLAANESH

SLAANESH HELLSHIP

Crew: 2 Chaos Warriors

MOVE
Sails: 9".

WEAPONS
Radiance of Slaanesh; may not be used to repel boarders; see special rules.
Incense of Slaanesh; see special rules.

SPECIAL RULES
The Radiance of Slaanesh has a range of 9", a 360° arc of fire, and uses the normal range ruler. Roll on the following table for each crew counter on the enemy vessel to determine if it has been entranced by the attack.

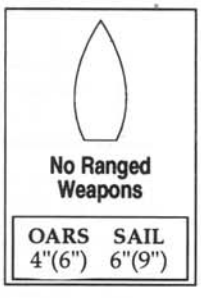
Range	Score needed to Entrance Crew
Close (0"-3")	4, 5 or 6
Medium (3"-6")	5 or 6
Long (6"-9")	6

Any crew counters that are entranced attack their crewmates. Fight a boarding action between the two sides to determine who takes control of the ship. If the ship is captured by the traitors it is treated as any other captured vessel.

Any ship that boards or is boarded by a Hellship is affected by the Incense of Slaanesh. Roll a dice for each crew counter on the enemy ship: on a result of 5 or 6 remove it and place it on the Hellship's template (up to a maximum of 6).

SLAANESH HELLRAMMER

Crew: 2 Chaos Cultists



MOVE
Oars: 4" (6" straight with no turns). May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 3".

Sails: 6" normally, 9" with the wind from behind.

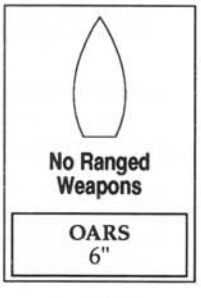
WEAPONS
No ranged weapons.

SPECIAL RULES
May ram. Must move at least 3" towards foe under oars in straight line with no turns. If contact is made, foe is hit in a random low area with no saving roll.

Whenever a Hellrammer comes into contact with an enemy vessel, the Chaos Cultists onboard must fight a boarding action with a +2 modifier on their first roll. They will continue to fight until they either capture the enemy ship or die in the attempt.

SLAANESH HELLSLICER

Crew: 2 Chaos Cultists



MOVE
Oars: 6". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 3".

WEAPONS
No ranged weapons.

SPECIAL RULES
The Hellslicer's blades can only attack high locations. Sail locations have a -1 saving roll modifier. They are a 2 dice attack. For each attack that misses, roll a dice and consult the following table.

Roll	Result
1	Hellslicer explodes. All ships within 3" take 1 low area hit with a -1 saving roll modifier.
2	The scythe blades come to a halt. Place a damage counter on the scythe blades location.
3-5	The scythe blades slip. They have no effect this turn.
6	Unexpected hit. Roll the attack again, but this time you may try and hit a low location.

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PLAGUEFLEET

TZEENTCH

TZEENTCH GREAT WINGED TERROR

Crew: 2 Chaos Warriors

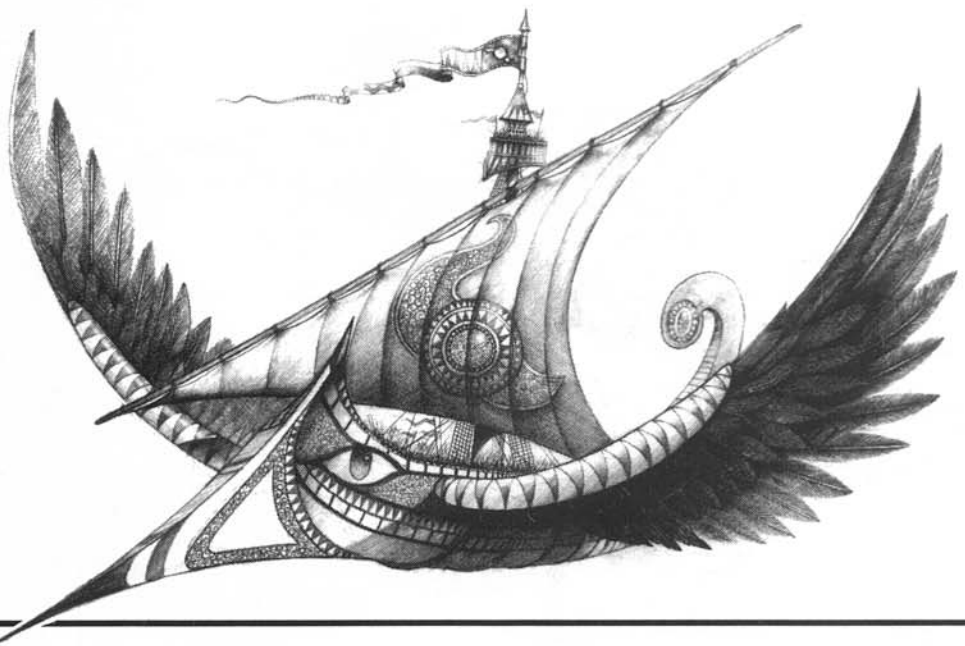
MOVE
Between 1 dice " and 6 dice ", depending on number of counters assigned to movement.

WEAPONS
Bolts of Tzeentch; may not be used to repel boarders; see special rules.

SPECIAL RULES
The Bolts of Tzeentch have a range of 9", a 360° arc of fire, and use the normal range ruler. Determine how many Energy of Tzeentch dice you will use to fire Bolts of Tzeentch and roll that many dice, declaring high or low as normal. Any area that fails its save takes a point of damage.

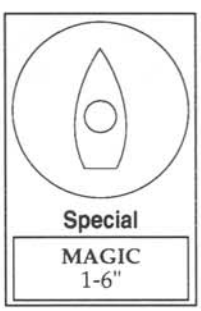
At the start of each Battle Phase, a Great Winged Terror may use one or more Energy of Tzeentch counters to repair damage. Roll a dice for each counter: on a result of 5 or 6, the Great Winged Terror regains one of its lost Energy of Tzeentch counters.

Roll a dice for each enemy crew counter killed in a boarding action against a Great Winged Terror: on a 5 or 6 it transforms into a Pink Horror counter and is placed on the Great Winged Terror's template, up to its maximum crew limit.



BANE TOWER OF TZEENTCH

Crew: 2 Chaos Cultists and a Chaos Sorcerer



MOVE
Between 1 dice " and 3 dice ", depending on number of counters assigned to movement.

WEAPONS
Bolts of Tzeentch; may not be used to repel boarders; see special rules.

SPECIAL RULES
The Bolts of Tzeentch have a range of 9", a 360° arc of fire, and use the normal range ruler. Determine how many Energy of Tzeentch counters you will use to fire Bolts of Tzeentch and roll that many dice, declaring high or low. Any area that fails its save takes a point of damage.

At the start of each Battle Phase, a Bane Tower of Tzeentch may use one or more Energy of Tzeentch counters to repair damage. Roll a dice for each counter: on a result of 5 or 6, the Bane Tower of Tzeentch regains one of its lost Energy of Tzeentch counters.

Roll a dice for each enemy crew counter killed in a boarding action against a Bane Tower of Tzeentch: on a result of 4, 5 or 6 it transforms into a Pink Horror counter and is placed on the Bane Tower of Tzeentch's template, up to its maximum crew limit.

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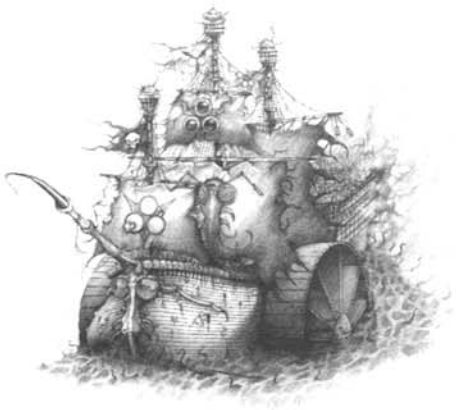
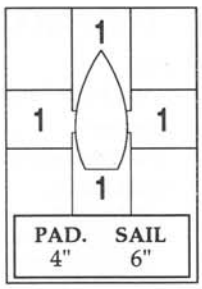
PLAGUEFLEET

NURGLE

NURGLE PLAGUESHIP

Crew: 3 Chaos Warriors





MOVE

Paddles: 4". May turn on spot. Uses $^1/_2$ move per 90° turn.

Sails: 6".

WEAPONS

1 Plague Catapult firing ahead; may not be used to repel boarders; see special rules.

1 Plague Catapult firing backwards; may not be used to repel boarders; see special rules.

1 broadside Plague Catapult; may not be used to repel boarders; see special rules.

SPECIAL RULES

Each Plague Catapult makes a 1 dice attack and uses the normal range ruler. They may not be fired at close range or aimed low. Target does not get a saving roll modifier for long range. If target fails his saving roll, the location is damaged and the location below must save with a +1 modifier; shot will continue until a saving roll is made or it passes right through ship. Any location already destroyed does not count, and does not sustain a critical. Once attack has been completed, roll a second dice; on a result of 5 or 6 the ship has been infected with Nurgle's Rot – place a Nurgle's Rot counter on the ship's template.

During the End Phase, roll for each Nurgle's Rot counter in play:

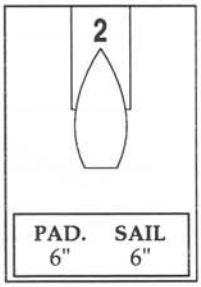
1-2	The plague stops spreading. Remove the Nurgle's Rot counter from the enemy ship.
3	The plague has no effect this turn.
4-5	The plague runs riot. Remove one crew counter from the infected ship.
6	The ship's hold begins to rot and take on water. The ship takes 1 point of below the waterline damage.

Place one Nurgle's Rot counter per turn on any ship involved in a boarding action against a Plagueship.

Place the slime trail template behind a Plagueship when it has finished moving. Roll a dice for any ship touching the template; on a result of 1, 2 or 3 the ship is infected with Nurgle's Rot.

NURGLE PLAGUECRUSHER

Crew: 2 Chaos Cultists



MOVE

Paddles: 6". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 3".

Sails: 6".

WEAPONS

2 Plague Catapults firing ahead; may not be used to repel boarders; see special rules.

SPECIAL RULES

Each Plague Catapult makes a 1 dice attack and uses the normal range ruler. They may not be fired at close range or aimed low. Target does not get a saving roll modifier for long range. If target fails his saving roll, the location is damaged and the location below must save with a +1 modifier; shot will continue until a saving roll is made or it passes right through ship. Any location already destroyed does not count, and does not sustain a critical. Once attack has been completed, roll a second dice; on a result of 5 or 6 the ship has been infected with Nurgle's Rot – place a Nurgle's Rot counter on the ship's template.

During the End Phase, roll for each Nurgle's Rot counter in play:

1-2	The plague stops spreading. Remove the Nurgle's Rot counter from the enemy ship.
3	The plague has no effect this turn.
4-5	The plague runs riot. Remove one crew counter from the infected ship.
6	The ship's hold begins to rot and take on water. The ship takes 1 point of below the waterline damage.

Any ship boarded by a Plaguecrusher does not get any bonus for firing grapeshot in defence.

Place one Nurgle's Rot counter per turn on any ship involved in a boarding action against a Plaguecrusher.

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CHAOS DWARFS

CHAOS DWARFS

Beyond the Worlds Edge Mountains lies a dread land, stretching as far as the Mountains of Mourn in the east and the Sea of Despair in the south. Few have travelled through this barren, inhospitable region, known simply as The Dark Lands. It is a wild realm inhabited by brutal tribes of Orcs, fierce nomadic tribesmen and the Chaos Dwarf Legions.

Aided by the cruel war machines of the Chaos Dwarfs, the Orcs and Goblins continually assault the few passes that cut through the Worlds Edge Mountains, and are held at bay only by the remaining Dwarfs who resolutely bar their way. But the Dwarfs are dwindling in number, and every year it becomes harder to prevent the marauding warbands from breaking through and ravaging the rich lands of the Old World.

The mighty River Ruin, which comes rushing down from the Mountains of Mourn, cuts across The Dark Lands like an immense scar. By the time it reaches the broad, desolate lower plains, the Ruin is many miles wide, a meandering, sluggish river flowing reluctantly between towering craggy banks before finally disgorging itself into the Sea of Despair. The river runs deathly cold, chilled by its long passage through the Mountains of Mourn, and it is said that to set foot in the waters of the Ruin is to freeze to death in a moment. Its waters are black as ice, and run deep between its mountainous banks.

At the northern-most tip of the Dark Lands, where the Worlds Edge Mountains meet the Mountains of Mourn and the River Ruin first reaches the plains, there stands a great ziggurat, rearing high above the plain and dominating the grey landscape for miles. It straddles the river, which vanishes into its walls through heavy iron-

caged sluices. The walls of this towering edifice are made of obsidian, and it is many miles around at its base; it would take hours to trek around it on foot, even if the unwary traveller could somehow cross the River Ruin running through its middle. Where the river emerges from the ziggurat's southern wall, its waters are stained red and yellow by the outpourings of the infernal machines that thump and grind deep within the monolith's unseen depths.

Thick grey drifts of dust and slag lie piled up around the base of this ziggurat, driven onto its mountainous walls by the harsh winds that sweep remorselessly out of the Mountains of Mourn. A huge road, paved in thick, beaten sheets of gold and brass, leads to the ziggurat's massive stone doors, hundreds of feet tall, which are mounted on immense black iron hinges. Endless columns of chained slaves are driven into this cavernous opening by lash-wielding figures, never to emerge into the wan daylight again. The cold air is filled with their wailing cries as they are led to their doom within the black walls.

Great rolling plumes of smoke belch from unseen chimneys and vents at the pinnacle of the ziggurat, swirling heavily around its peak as leaden clouds that obscure the topmost towers from view. Columns of flame roar intermittently through the choking smoke, suffusing the dark landscape and the thousands of hapless slaves with a dull red glow.

This great artificial mountain is the city of the Chaos Dwarfs, known in the Dwarf tongue as Mingol Zharr-Naggrund (*lit.* The Great City of Fire and Desolation). In legends, the ziggurat was not built, but instead was magically carved from a single immense black mountain thousands of years ago by the most powerful Chaos Dwarf Sorcerers. Few men have ever seen the Chaos Dwarf city, and many say that it exists only in the most awful of legends. Those few hardy adventurers who have travelled to within sight of its black walls, and have hidden amongst the piles of ash, dust and bones whilst the endless slave columns vanish into the gaping maw of the great stone doors, are reluctant to re-live the experience through idle storytelling.

From within the walls of Mingol Zharr-Naggrund issue forth the armies of the Chaos Dwarf Warmongers, to do battle with the inhabitants of the ash plains of the Dark Lands. The towns and cities they conquer are pulled to the ground and their foundations dug up and destroyed. The enslaved population is forced to pile the remains into a semblance of the ziggurat of Mingol Zharr-Naggrund to mark the coming of the Chaos Dwarfs. Thousands die in their cruel labours, deprived as they are of food and water, while those who survive the ordeal are dragged back in chains to serve deep within the walls of the Chaos Dwarf city. Over the centuries, this practice has desolated the plains that surround the black ziggurat; all that remains in this wasted landscape are towering piles of rubble, sinister monuments to the might of Mingol Zharr-Naggrund.

Sometimes the massive iron sluices of the ziggurat open and the warfleets of the Chaos Dwarfs emerge, ready to make the long journey to the open sea. Their ships are immense floating war engines, capable of devastating destruction, which carry massive rocket launchers, mortars and battering rams with which they destroy their enemies. The warships of the Chaos Dwarfs are impressive vessels to behold as they churn their way through the freezing waters of the River Ruin.

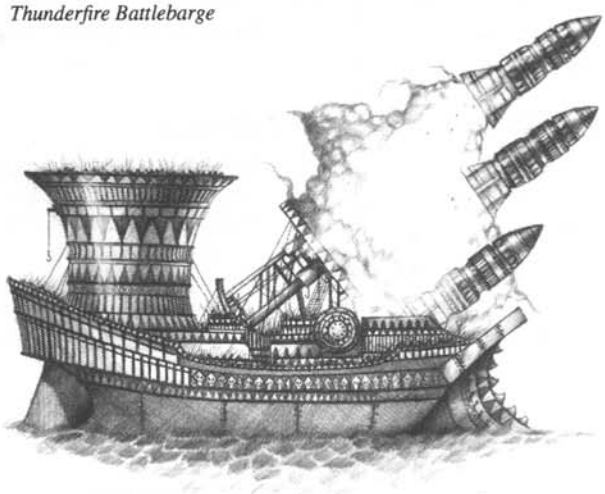
After leaving Mingol Zharr-Naggrund, the warfleets either travel north, through the Seas of Chaos and eventually to the Sea of Claws, or south to the Sea of Despair. The journey north is by far the shorter and more arduous, as it entails travelling upriver against the flow of the River Ruin, into the Mountains of Mourn. Having braved this hazardous passage the Chaos Dwarf warfleets must navigate the warping, ice-ridden Chaos Waters that lead into the Sea of Claws.

The other route, following the River Ruin south, is a longer but slightly less perilous route that leads straight into the Sea of Despair. From here the Chaos Dwarfs roam as far east as Cathay and as far south as the very tip of the Southlands, enslaving or destroying whoever and whatever they meet.

The influence of the Chaos Dwarf Warfleets is wide reaching, and throughout the Known World towering piles of rubble are evidence of their passing. For whatever reasons, there are times when supplies of slaves in the Dark Lands become scarce, and the Chaos Dwarfs must roam further afield, scouring far away lands for vulnerable communities to enslave.

The only thing that prevents the Chaos Dwarfs from venturing further than the tip of the Southlands is an Elf city-fortress, The Fortress of The Dawn, that overlooks the Cape of Absolution. From here mighty Dragonships, Eagleships and Hawkships crush any fleet impetuous enough to attempt the passage around the headland. The Elves maintain this blockade at great cost in bloody sea battles against any who try to pass. The Chaos Dwarf Warfleets have laid siege to this great city-fortress many times, but to no avail: the Elf city is too distant from their own lands to sustain an attack. It is certain that if the Elves were ever beaten, or were to give up their centuries-long vigil at the Cape of Absolution, then the malevolent forces let loose in the Old World would be terrible indeed.

Thunderfire Battlebarge



CHAOS DWARF FLEET

The Chaos Dwarf Warfleets of Mingol Zharr-Naggrund are powered by the infernal devices of the Chaos Dwarf Engineers. The dull throbbing of the ships' engines resonates across the waves as they approach, belching thick black clouds into the sky from their massive smoke stacks.

CHAOS DWARF WARSHIPS

Chaos Dwarf ships are huge, black monstrosities, gilt in gold runes and sigils of their gods. They are constructed deep within the caverns of Zharr-Naggrund from mysterious ores that are smelted and beaten into huge plates of black, gold, red and bronze metal.

THUNDERFIRE BATTLEBARGE

The Thunderfire Battlebarge is a huge iron ship with towering gothic superstructures to the rear and immense rocket launchers to the fore. It is a surprisingly agile vessel for its size, churning through the waves towards its enemies.

The Chaos Dwarf Engineers working the Thunderfire Rocket Battery must be heavily armoured to protect them from the extremely volatile ammunition; the rockets must be handled with great care as they are loaded into the intricately-worked launching tubes otherwise they are quite likely to explode. Each rocket is over twenty feet long, and it takes a team of thirty Chaos Dwarf Engineers and many slaves to carefully move them into their firing positions.

When all is prepared, the rockets' fuses are ceremoniously torched. The resulting explosion scorches and blackens the decks of the Thunderfire Battlebarge, and it is only their heavy armour that protects the Chaos Dwarfs from the back blast. The slaves do not have such protection, and many are incinerated where they stand as the missiles leap from their launch tubes with a deafening screech and fly towards their targets.

The potential destruction caused by a well-aimed rocket salvo is matched by no other weapon in the Old World, and is fully capable of melting steel plate into superheated vapours in seconds.

GREAT LEVELLER BATTLEBARGE

The Great Leveller Battlebarge takes its name from the immense siege mortar mounted in its bows. When this awesome weapon fires, the air itself becomes red hot as the huge cannonball hurtles through the sky. When the massive iron ball lands, the sea erupts in a deluge of boiling steam and spray, and any ships in the immediate vicinity are likely to be snapped in two like twigs in a hurricane.

Due to the size of the Great Leveller, the Great Leveller Battlebarge is a slow and ponderous ship, often spending most of the battle rotating slowly on the spot to bring the mortar to bear on the opposing fleet.

CHAOS DWARF FLEET

A Chaos Dwarf Fleet may consist of the following:

Men O' War: 1+

The fleet must have at least one Thunderfire Battlebarge to be your Chaos Lord's Flagship.

A Chaos Dwarf fleet can't have more Thunderfire Battlebarges than it has Ship of the Line squadrons. The Chaos Lord's ship does not count towards this total.

Cost: 150 points per Thunderfire Battlebarge.

At least one Great Leveller Battlebarge. You cannot have more Great Leveller Battlebarges than you have Thunderfire Battlebarges.

Cost: 150 points per Great Leveller Battlebarge.

Ship of the Line Squadrons: 2+

At least one squadron of three Thunder-rollers

Cost: 150 points per squadron.

At least one squadron of three Hull-destroyers.

Cost: 150 points per squadron.

Chaos Sorcerer: 0-1

Cost: 150 points

Chaos Lord: 1

Cost: Free.

Chaos Reward Cards: 0+

Note that the flagship does not receive a free Chaos Reward Card.

Cost: 25 points per card.

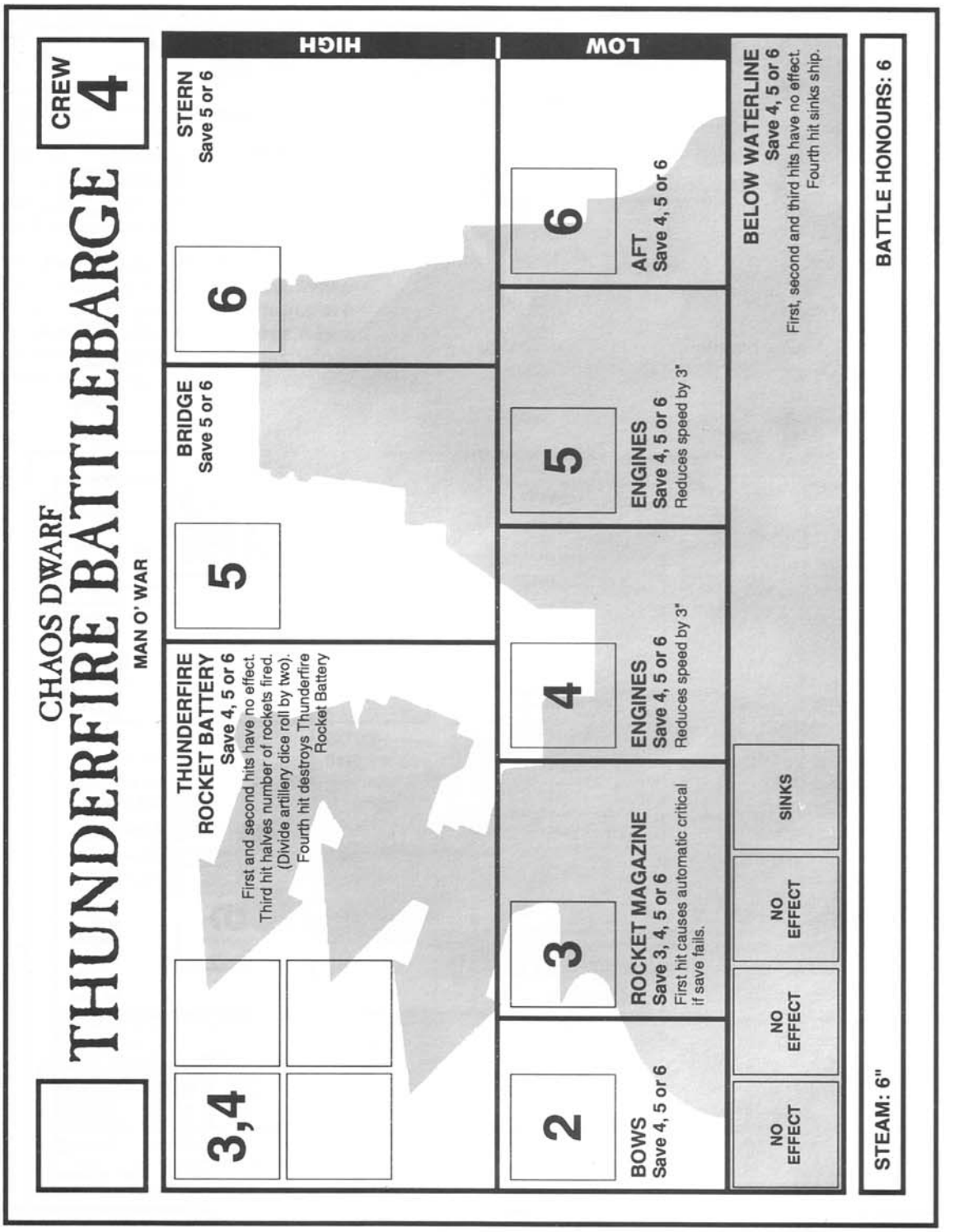
Man O' War Cards are not available to the Chaos Dwarf Fleet.

HULL-DESTROYER

Hull-destroyers are amongst the fastest of the Chaos Dwarf vessels, surging forward to close with the enemy and pound them with their great rams. These work like a traditional siege battering ram, and run the length of the ship. As a Hull-destroyer gets close to its prey, powerful steam-driven winches pull the ram ready to hammer into the target. When the Hull-destroyer collides with its foe, the ram powers into the target with a tremendous impact.

THUNDER-ROLLER

The Thunder-roller is another of the Chaos Dwarf Engineers' ingenious constructions. The vessel is propelled by two steam boilers, and is capable of a considerable turn of speed. Protruding from the front of the vessel is a huge iron roller, mounted on huge steel arms and covered with long spikes. Although these spikes churn up the water as the Thunder-roller powers forward and help pull the ship along, their real purpose is to tear apart enemy vessels by ramming into them.



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SPECIAL RULES

The following special rules apply to the Chaos Dwarfs.

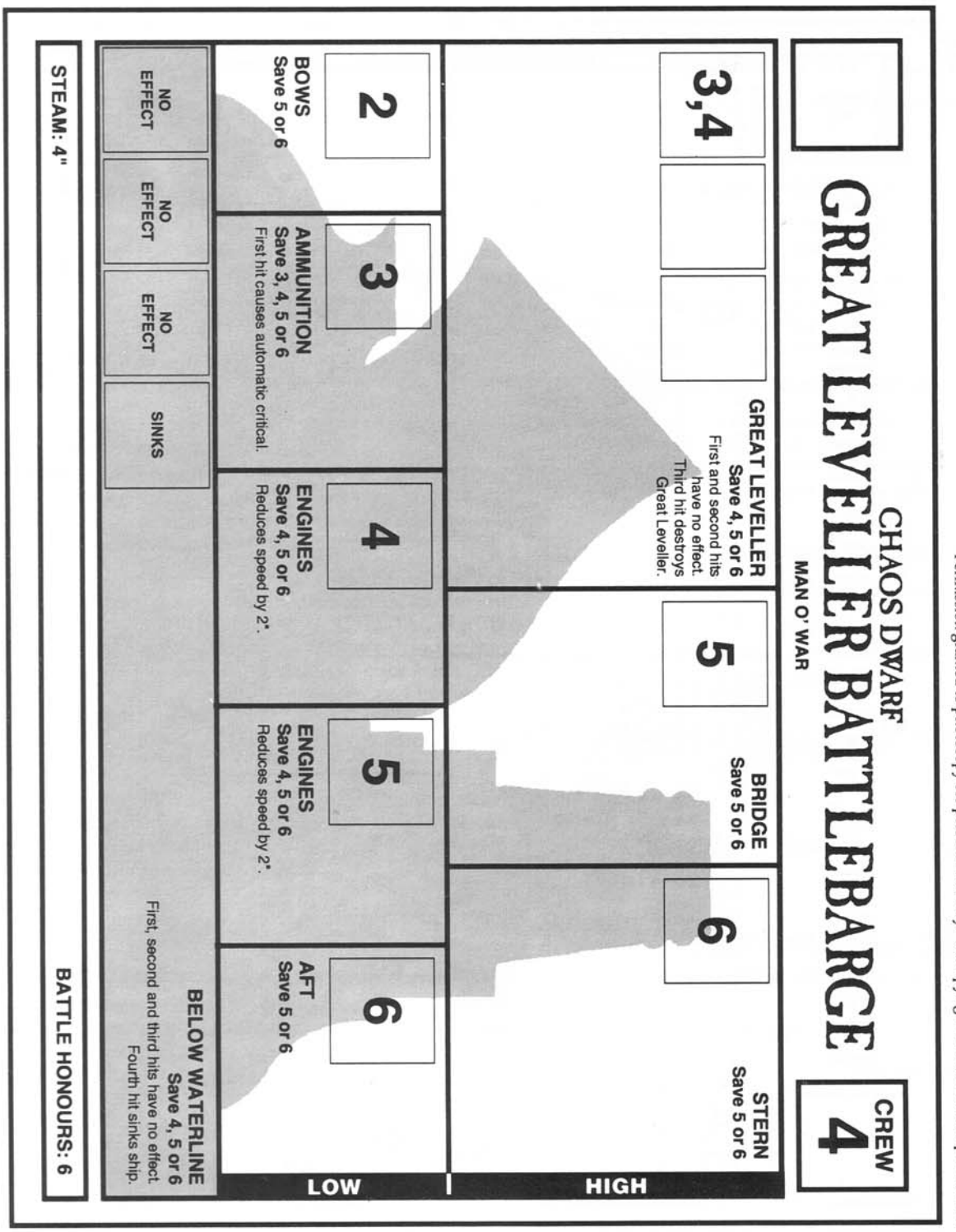
MOVEMENT

Chaos Dwarf vessels are powered by an infernal combustion engine of the Chaos Dwarfs' own devising. While the actual movement rate of a Chaos Dwarf ship may vary, depending on its type, it turns as a Dwarf steamship – a turn of up to 90° takes up half the ship's move, and a 90-180° turn takes up all the ship's move.

CHAOS DWARFS AND MAGIC

Unlike the Dwarf race, Chaos Dwarfs are not resistant to spells and do not get the Dwarf ability to dispel enemy magic. On the plus side, a Chaos Dwarf fleet may have a Chaos Sorcerer and therefore, unlike the Dwarfs, may cast spells during a battle.

When with a Chaos Dwarf Fleet, a Chaos Sorcerer costs 150 points, rather than 200, and does not get a Bane Tower of Tzeentch to ride in. He is placed aboard the Chaos Dwarf fleet's flagship at the start of the game.



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ENGINEERS

Although Chaos Dwarfs have engineers aboard their ships, just as Dwarf fleets do, they have no effect in the game. This is because they are far too busy striving to keep the fleet's immensely powerful and complicated weapons under control. Chaos Dwarf engineers are usually in far too wild a battle frenzy to do anything other than keep the guns firing, and they certainly have no time to patch up engines.

CHAOS DWARF WEAPONS

The Chaos Dwarfs are masters of ingenious destructive engines of war. The sea is an excellent cushion against the recoil of vast cannons, and gives the Chaos Dwarfs the opportunity to build gargantuan ship-based engines of mass destruction. Such weapons are usually based on the well-established principles of their battlefield cousins, only bigger – *much* bigger.

The Chaos Dwarf engineers have total, if misplaced, confidence in their inventions. When all goes according to plan the machines are capable of awesome devastation, but when things don't work exactly as they should, which is sometimes the case, the results can be catastrophic.

CHAOS DWARF

HULL-DESTROYER

SHIP OF THE LINE

CREW 2

2 **RAM**
Save 4, 5 or 6
First hit has no effect.
Second hit destroys ram.

3 **BOWS**
Save 5 or 6

5 **WINCH**
Save 4, 5 or 6
Target's save now -1 rather than -2.

4 **BOILERS**
Save 4, 5 or 6
Reduce speed by 3".

6 **ENGINES**
Save 5 or 6
Reduce speed by 3".

NO EFFECT | SINKS

BELOW WATERLINE
Save 4, 5 or 6
First hit has no effect.
Second hit sinks ship.

STEAM: 6" **BATTLE HONOURS: 2**

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THUNDERFIRE ROCKET BATTERY

A Chaos Dwarf Thunderfire Battlebarge is armed with a Thunderfire Rocket Battery. This weapon uses the special artillery dice provided with this supplement. The rockets have a range of 12" and use the Elf range ruler from the Man O' War box.

First nominate your target, check to see if it is in range and line of sight, and then roll the artillery dice.

If you roll a number, that is the number of hits you score on your target. Declare whether you are aiming high or low as usual, and roll that many dice. The target gets a save for each hit, but with no range modifiers.

Misfires

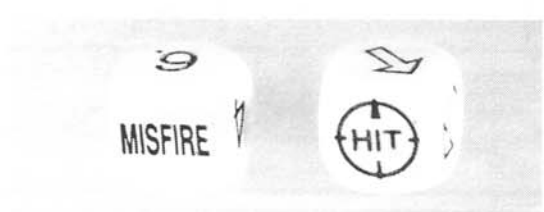
If the artillery dice comes up with the symbol for 'Misfire', roll on the following table.

Roll Result

1. Catastrophe. Roll the artillery dice again. If you roll a number, that is how many hits the Rocket Battery location takes. You may save against these hits as normal. If you roll 'Misfire' again, the Battlebarge explodes and is replaced with a debris marker.
2. Massive Explosion. Roll the artillery dice again. If you roll a number, that is how many random hits your opponent gets to roll against the Thunderfire Battlebarge, choosing high or low. You may save against these hits as normal. If you roll 'Misfire' again, the Thunderfire Battlebarge explodes and is replaced with a debris marker.
3. Minor Explosion. Roll 1 dice: the Thunderfire Battlebarge takes that many hits. Your opponent rolls the attacks, choosing high or low. You may save against these hits as normal.
4. Barrel Splits. Place a damage marker on the Thunderfire Rocket Battery location.
5. Jam. The Thunderfire Rocket Battery fails to work and may not fire this turn or next turn.
6. Misfire. The Thunderfire Rocket Battery fails to work and may not fire this turn.

Magazine hits

The first time the Rocket Magazine location is damaged it automatically causes a critical hit. If this location is hit a second or subsequent time, you do not get two critical hits (one for hitting the location, and one for damaging the area twice!). After the first hit, the Rocket Magazine location is treated just like any other.



Artillery Dice Scatter Dice

GREAT LEVELLER

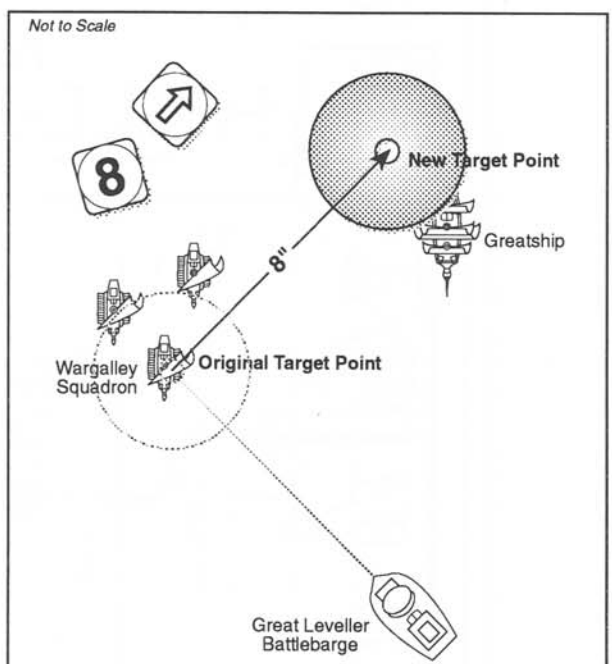
The Great Leveller Battlebarge is armed with a Great Leveller mortar. This weapon uses the special artillery and scatter dice provided with this supplement. The Great Leveller has a minimum range of 6", a maximum range of 24" and uses the Great Leveller template.

First nominate your target point and check to see if it is between 6" and 24" away. The target point must be a ship – you cannot aim at an empty area of sea and hope the shot deviates onto an enemy vessel. The Great Leveller may fire over ships or other obstacles between it and the target – the weapon's gunners do not need to be able to see the target when they fire.

Once you have chosen a target, and checked it is within range, roll the artillery and scatter dice. If it is out of range, the Great Leveller may not fire this turn and you miss your chance to shoot.

If the artillery dice comes up with a number and the scatter dice comes up with the symbol for 'Hit', the shot is spot on target. Place the Great Leveller template with its centre at the target point.

If the artillery dice comes up with a number and the scatter dice comes up with an arrow, the shot has missed. The arrow on the scatter dice shows in which direction the shot has deviated, while the number on the artillery dice shows how many inches the shot has missed by. Place the Great Leveller template with its centre at the new target point.



The Chaos Dwarf player decides that the Great Leveller Battlebarge will open fire on the nearest enemy Wargalley Squadron. He nominates the lead Wargalley as his target, and places the centre of the Great Leveller template over it.

Rolling the artillery and scatter dice, he determines that the attack has missed by 8", and has fallen to the right of the original target. He places the centre of the Great Leveller template over the new target point. The enemy Greatship falls partially under the template, so it takes 4 hits to four random locations.

Once you have determined where the Great Leveller template has landed, you can work out what, if any, damage the shot has caused. Any ships that fall under the template, even if only partially, take 4 hits with normal saves. The Chaos Dwarf player decides whether the attacks are aimed high or low, re-rolling any misses.

Misfire

If the artillery dice comes up with the symbol for 'Misfire', roll on the following table.

Roll Result

1. Barrel Explodes. Place the Great Leveller template as if a direct hit had been scored on centre of the Great Leveller. Work out any damage to ships falling under the template, including the Great Leveller itself, in the normal way.
2. Massive Explosion. Roll twice on the critical hit chart and apply the more serious result to the Great Leveller.
3. Critical Explosion. Roll once on the critical hit chart and apply the result to the Great Leveller.
4. Minor Explosion. The Great Leveller location takes 2 hits, normal save.
5. Barrel Splits. The Great Leveller location takes 1 hit, normal save.
6. Misfire. The Great Leveller fails to work and may not fire this turn or next turn.

Magazine hits

The first time the Ammunition location is damaged it automatically causes a critical hit. If this location is hit a second or subsequent time, you do not get two critical hits (one for hitting the location, and one for damaging the area twice!). After the first hit, the Ammunition location is treated just like any other.

THUNDER-ROLLER

The Chaos Dwarf Thunder-roller is armed with a huge, rotating spiked roller mounted at its prow.

For every inch a Thunder-roller moves in a straight line before ramming its victim, it may make a single dice attack. So, for instance, if it has moved five inches in a straight line before striking its target it may make a five dice attack.

A Thunder-roller's attacks are always made against a low location. There are no save modifiers.

HULL-DESTROYER

The Chaos Dwarf Hull-destroyer has no long range weapons, but is instead armed with a steam-powered ram. If the ship comes into contact with an enemy vessel it may use this ram to strike a single low location, with a saving throw modifier of -2.

If the location fails its saving throw it takes a point of damage and the momentum built up by the ram pushes the target up to three inches in whichever direction the Hull-destroyer was moving. The Hull-destroyer may also move forward so that it remains in contact with the target if you wish.

If the target is pushed into another vessel, both ships take a random low location hit, with normal saving rolls, and the ships stop moving.

If the target is pushed into a piece of terrain it has run aground – see the *Movement* section of the Man O' War rulebook for more details.

CHAOS DWARF CREWS

Chaos Dwarfs follow the standard crew rules given in the *Campaigns* section of the Man O' War rulebook; they do not use the rules for *Chaos Crews* in this volume.

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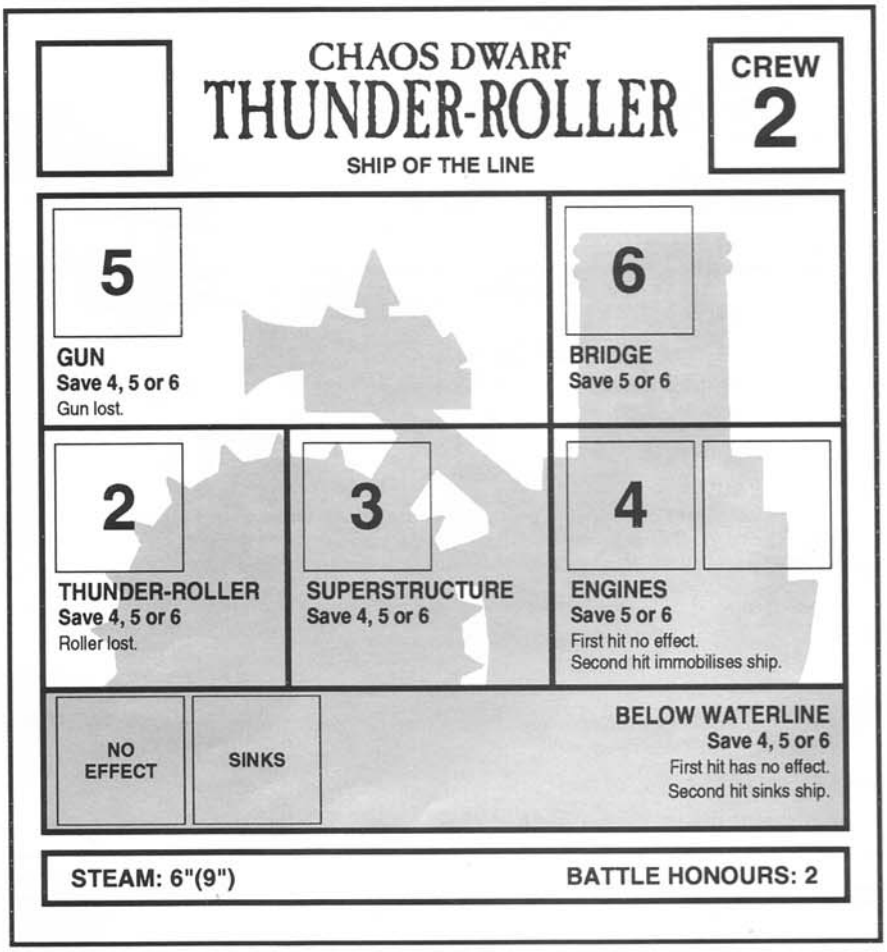
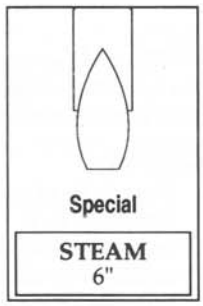


CHAOS DWARF FLEET

HELLFIRE BATTLEBARGE

Crew: 4



MOVE
Steam: 6". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".

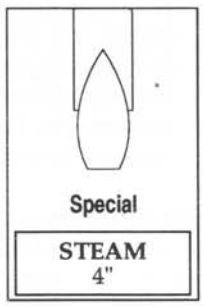
WEAPONS
1 Hellfire Rocket Battery firing ahead; may not be used to repel boarders.

SPECIAL RULES
Hellfire Rocket Battery uses the artillery dice; range 12"; number rolled is number of hits scored. Misfire indicates guns have malfunctioned; roll on following table:

1 Roll artillery dice again; Hellfire Rocket Battery location takes that many hits. If misfire is rolled, Hellfire Battlebarge explodes.
2 Roll artillery dice again; Hellfire Battlebarge takes that many hits. If misfire is rolled, Hellfire Battlebarge explodes.
3 Roll one dice; Hellfire Battlebarge takes that many hits.
4 Place 1 damage marker on the Hellfire Rocket Battery location.
5 The Hellfire Rocket Battery fails to fire this turn and next turn.
6 The Hellfire Rocket Battery fails to fire this turn.

GREAT LEVELLER BATTLEBARGE

Crew: 4



MOVE
Steam: 4". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".

WEAPONS
1 Great Leveller mortar firing ahead. May not be used to repel boarders.

SPECIAL RULES
Great Leveller uses the artillery and scatter dice; minimum range is 6", maximum 24"; uses the Great Leveller template. Any ship that falls under the template takes 4 hits. Misfire indicates mortar has malfunctioned; roll on following table:

1 Place template over Great Leveller Battlebarge.
2 Roll twice on the critical hit chart and apply more serious result to the Great Leveller Battlebarge.
3 Roll on the critical hit chart and apply result to the Great Levller Battlebarge.
4 The Great Leveller location takes 2 hits, normal saves.
5 The Great Leveller location takes 1 hit, normal save.
6 The Great Leveller may not fire this turn.

HULL-DESTROYER

Crew: 2

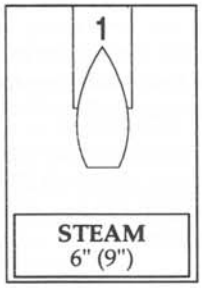
MOVE
Steam: 6". May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 2".

WEAPONS
No ranged weapons.

SPECIAL RULES
If ship comes into contact with enemy, may use ram to strike a single low location with a saving roll modifier of -2. If target fails its save, it is also pushed up to 3" away from the Hull-destroyer. The Hull-destroyer may also be moved forward so it remains in contact with enemy.

THUNDER-ROLLER

Crew: 2



MOVE
Steam: 6" (9" in a straight line with no turns). May turn on spot. Uses $^1/_2$ move per 90° turn. May reverse up to 3".

WEAPONS
1 cannon firing straight ahead; may be used to repel boarders.

SPECIAL RULES
For each inch of movement a Thunder-roller moves in a straight line before ramming an enemy ship, it may make a single dice attack against a low location.

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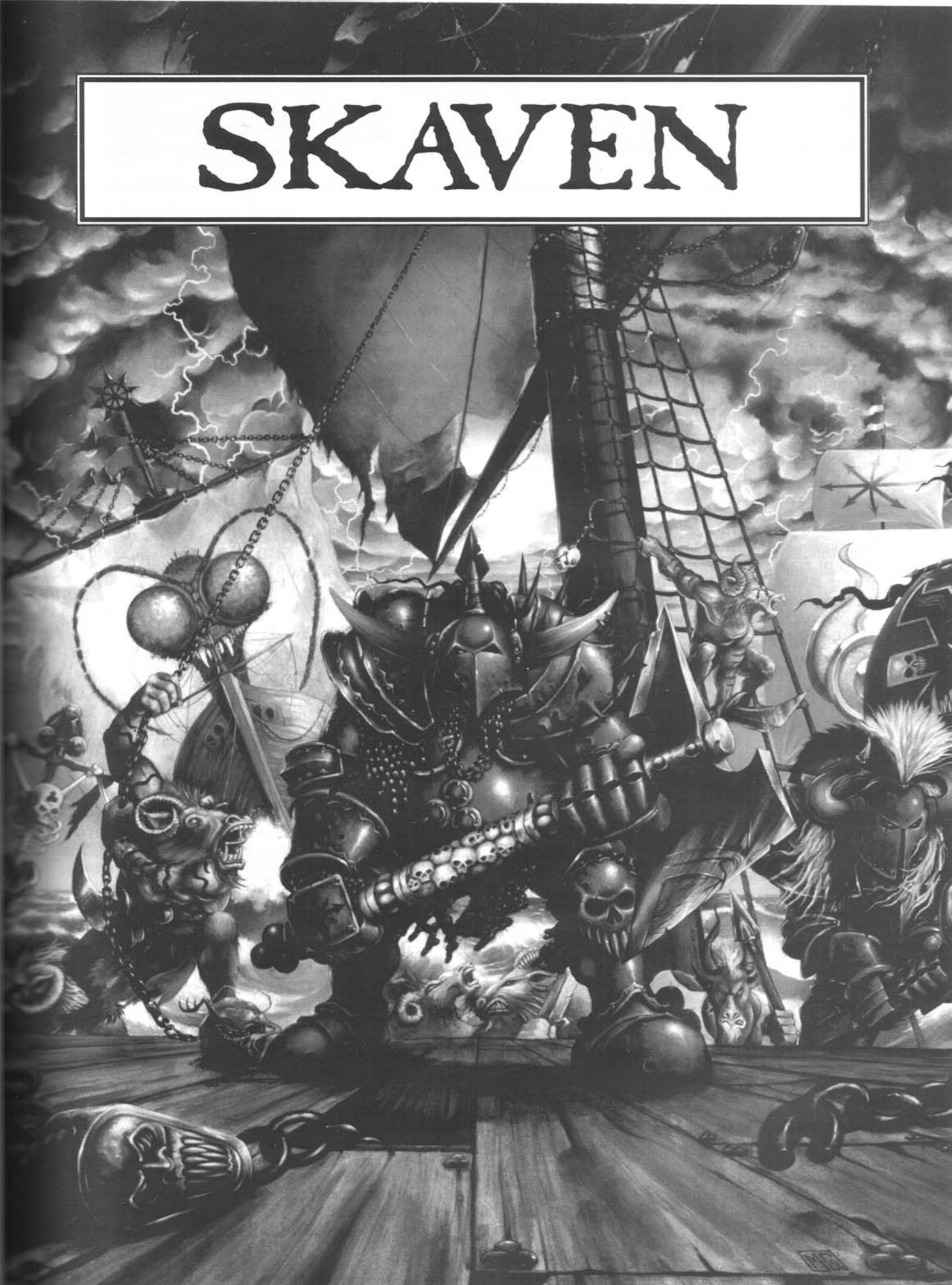
SKAVEN



SKAVEN

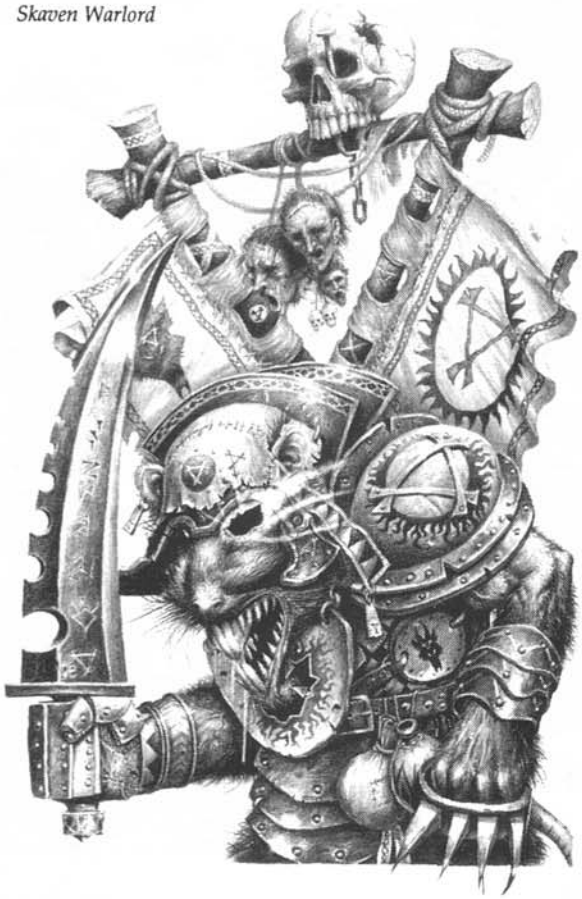
In the distant past, rats infesting long dead and decaying ruins are thought to have fed upon a mighty source of magic called warpstone – solidified fragments of raw sorcery. Under its unwholesome influence the scuttling vermin mutated, growing in size and intelligence into the vile children of Chaos known as the Skaven.

The Skaven spread quickly across the world, establishing settlements in the sewers beneath unsuspecting cities and invading underground strongholds from below. They have created a vast and intricate web of tunnels that spread from Araby in the far south to Cathay in the east. An equally complex network of spies and agents inform the Skaven of their enemies' plans.

At the centre of this web lies the capital of this under-empire, the vast, sprawling city of decay called Skavenblight. This most secret and vile of places lies deep in the treacherous marshes of Northern Tilea.

With their heightened intellect and humanoid bodies the Skaven have learned to use warpstone to fuel their corrupt magic and to create weapons of awesome power. Warpstone is vital to the Skaven: they depend on it to feed and drive their civilisation. It forms a vital part of their foul ceremonies in the worship of their dark god, the Horned Rat.

Skaven Warlord



The insidious spread of the Skaven continues tirelessly and unceasingly, gnawing at the roots of civilisation like a cancer. They seek to bring corruption and decay to the Old World, and cause the downfall of all civilised races so they can feed on the ruins and dominate all living creatures. The Skaven under-empire spreads apace and the Horned Rat grows in power every day – though for the most part he sleeps, awaiting the call from his children that will awake him and bring him down to the world of mortals to feed upon their decaying flesh.

When the Horned Rat rouses, the Skaven erupt into an intense period of warfare and strife, laying waste to towns and cities in an orgy of destruction. In these times not only do the Skaven wage war upon other races but among themselves as well: the slow, the weak and the foolish are torn apart. The Skaven purge themselves of weaker members and enslave the defeated.

SKAVEN CLANS

The Skaven are divided into numerous clans, of which the Warlord Clans are by far the largest. Each Warlord Clan has a pecking order ranging from the lowliest, weakling slaves through the most powerful warriors, and ultimately to the Skaven Warlord, the cruel and cunning master of the entire Clan.

Life for all Skaven is marked by constant squabbles and fights for supremacy. These individual clashes are fought with tooth and claw or knives. There are few fatalities, but nearly all Skaven are scarred from these fights, many having lost an ear or eye. Skaven crippled in fights can expect only to be despatched by the victor.

Skaven have many slaves: many of them are Skaven beaten in combat, while some come from other races defeated in battle. Slaves occupy the most miserable position in Skaven society, often being used in dangerous experiments or as cannon fodder in battles. Their lives are brutish and painful, but mercifully short. Within the greater Clan structure the story is the same: weaker Clans are dominated by stronger ones and any which become vulnerable are enslaved by their peers.

The Great Clans

The four most powerful Clans are *Clan Moulder*, *Clan Eshin*, *Clan Skryre*, and *Clan Pestilens*. These Great Clans are the masters of the Skaven and the rulers of their under-empire.

Each of the Great Clans has its own weird armaments and foul methods of waging war. Clan Moulder are powerful Beastmasters, and use warpstone to mutate breeds of ferocious fighting-beasts. Clan Eshin are

feared as assassins and stealthy murderers; wherever there is squalor the adepts of Clan Eshin can be found, poisoning human food and water supplies and stirring up the rat packs. Clan Skryre are known as the Warlock Engineers, and are masters of the insane blend of magic and science that has produced, amongst other things, the dreaded warpfire throwers and the equally devastating poisoned wind globes. The Clan Pestilens are known as the Plague Monks, and are disciples of disease that dedicate themselves to spreading pestilence and plague with morbid energy.

The Thirteen Lords of Decay

The Skaven Clans are ruled over by the Thirteen Lords of Decay. These include the leaders of the greatest cities and fortresses of the Skaven, as well as some who lead a reclusive life studying the ways of magic and death. There are twelve rather than thirteen Skaven Lords of Decay, the full number being completed by the Horned Rat himself. The council of twelve meet together only occasionally – they usually maintain contact through magical means. Between them they co-ordinate the activities of the Skaven across the world and spread the word of their master, the Horned Rat. It is said that any Skaven can challenge one of the Lords of Decay and gain a place on the council of twelve by defeating him, but it is also said that the current Lords of Decay have held their positions for over four hundred years.

The Grey Seers

The mysterious Skaven known as *Grey Seers* are the servants of the Lords of Decay, and carry their instructions to the Clans. There are many Grey Seers and they occupy an elevated position amongst Skaven, only concerning themselves with the most important of matters. Grey Seers are invariably magicians of great power and may be found in any large Skaven fleet.

SKAVENBLIGHT

The Skaven fleets set sail from the shores of the Blighted Marshes, where its stagnant waters roll lazily into the Tilean Sea. Fog swirls around the black waters of these fetid marshpools, deep enough to swallow up the tallest man. The pale flickering of the corpse lights glow in the dank depths of the swamp, and the chill calling of some solitary marsh bird is the only sound that pierces the choking mist.

Few people enter the Blighted Marshes: those that do must be criminals, insane, or both. There is nothing of value in the Blighted Marshes – no stories of fantastic treasure and hidden hoards of gold. Just the clammy all-enveloping mists and a lonely death amongst the black reeds and rushes. To venture into this stagnant mire is to walk to your doom – to be drowned in the cold, black, slimy waters, or hunted and devoured by the evil beasts rumoured to live there.

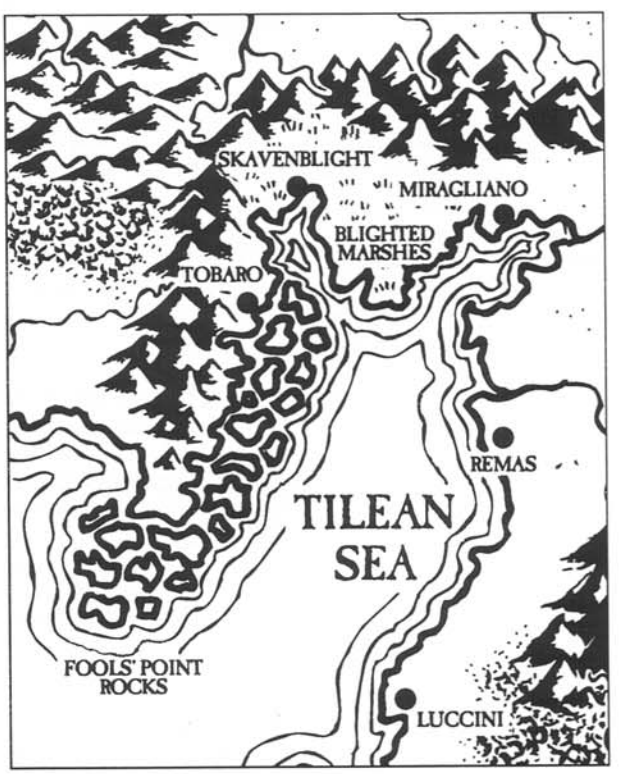
If some foolhardy adventurers – perhaps on a doomed quest – were to enter the boundaries of the Blighted Marshes, and if they did not perish within a few hours, then they could wander lost for weeks in its unfathomable leagues. Eventually, the fog might clear for a moment, revealing tumble-down ruins stretching into the distance or a solitary spire slipping slowly into the mire. Walls and doorways to long-forgotten mansions and ale-houses may loom in the darkness momentarily. Then the cold mists would close once more over the depressing scene, and the adventurers would again find themselves stumbling through long empty, half-submerged streets and alleyways in the dismal half light. As they pressed on, the dead city would enclose them, its decaying buildings rearing up on either side from the shadows.

The sharp-eyed may notice strange footprints in the mud; while even the most dull witted could not miss the gaping tunnel mouths issuing foul vapours. Pale lights gleam in the taller buildings, and unknown machines thud tirelessly beneath the ground.

Before they were overwhelmed and killed by hordes of Skaven suddenly emerging from the shadows, the adventurers may realise that they had inadvertently strayed into Skavenblight, the Skaven's city.

No one knows the original name of Skavenblight, or who lived there before the coming of the Skaven. No one knows what great Lords ruled the land before the Rat-men. The remorseless creeping progress of the black waters that have long since swallowed the city's rich halls has destroyed any evidence of former dwellers.

Skavenblight is also known as the Great Undercity, because of the mass of tunnels and caverns stretching for miles below the city ruins. While some of the bigger buildings at the centre of the ruined city are still occupied and used, nine tenths of Skavenblight is underground like some malevolent iceberg.



"Burn-burn" squeaked Gringratt, the Warp-raider commander, gesturing frantically for the other ships of his squadron to follow him. Their paddles thrashed the water crazily as they plunged towards the approaching Dwarf vessels. To port and starboard, two other squadrons of Warp-raiders followed. Nine fragile vessels carrying a deadly cargo of warpfire into a hail of shells and towards the Dwarf ships beyond.

Gringratt flinched involuntarily as a salvo of heavy shells turned the sea to spray around him. The Dreadnought had got the Warp-raiders' range, but hopefully their speed and agility would save them. Through the slits in the wooden hull, Gringratt could see the Slaveships faltering, their resolve weakened by the onslaught from the steel clad Dwarf warships. As soon as they stopped, they were done for. Gringratt hissed angrily as two of them both took direct hits on their warptanks and blew apart in a spectacular display of Skaven explosives.

"Fast-fast. Beardy-die-die" he exclaimed, pushing the warp-lever to the 'all ahead full' position and cranking the safety valve well into the red. Thumfass his engineer blinked questioningly at this insanity. The already straining warpstone generators and reactors groaned under the strain, and green steam issued from a growing crack in one of the warptanks. Thumfass hurriedly welded a new plate over the three already in place.

The Warp-raider took the strain – just – and almost leapt out of the water as power surged through the gears driving its paddles. The other ships in his squadron tried to follow. One managed to keep up, but the other couldn't take the strain and disintegrated in a shower of sparks, fire and flying debris. Thumfass tut-tutted dissaprovingly at the obviously poor skill of the now deceased engineer. "Waste-waste," he muttered, referring to the now destroyed Warp-raider, another fine example of outstanding Skaven technology.

The turret of his own Warp-raider swivelled this way and that, looking for a suitable target. Krakgnaw, the gunner, was spoiled for choice, as by now the Warp-raiders had strayed deep into the ranks of the Dwarf Fleet. All around, steel hulls towered over the small Skaven vessels. Only five of the original nine Warp-raiders remained, but Gringratt was delighted with their progress so far.

"There-there. Big-beardy-chief-ship," he shouted and the Warp-raider lurched crazily to the left, heading for the Dwarf flagship. White torpedo trails scudding through the water betrayed the presence of a Nautilus submersible, but a quick jinx to starboard neatly avoided them. Through his view-slit, Gringratt saw one of the torpedoes strike the flagship of number two squadron, which quickly exploded with typical fiery enthusiasm. The other sped past the swerving Skaven ships without hitting any of them, and struck a Dwarf Monitor below the waterline. It began listing heavily, black clouds of smoke belching from its ruptured hull...

The network of tunnels reaches out across the Old World and beyond. Few are the cities of man that the Skaven tunnelers have not infiltrated. The Skaven and their tunnels are the dark beneath the world which few men admit knowing about, preferring instead to turn a blind eye and leave the sewer guards to maintain the vigil deep below the city streets.

SKAVEN CLANFLEETS

From Skavenblight a deep trench had been dredged, reaching through the blighted marshes and emerging on the coast of the Tilean Sea. The ram-shackle vessels of the Skaven fleet tirelessly trek up and down this dismal waterway, on unfathomable errands for the Skaven Warlords who dwell deep within Skavenblight.

In times of war, the Skaven Clanfleets emerge from their hidden marsh-side moorings, their great paddles splashing the fetid water as they head for the sea. The chimes of the Great Bells split the still air, the Warpfire-throwers roar, and the Deathburners blow gouts of hideous vapours across the marshes.

The Skaven Clanfleets assemble in the estuary of the immense canal, their banners hanging still in the damp, salt-laden air. From the Blighted Marshes they venture the length of the Tilean Sea. When the Skaven are afloat, cities such as Tobaro, Miragliano, Remas and even Luccini never really feel secure. They do not know when the tolling of the Great Bell will be heard, and when the Warp-raiders will come to sear their villages and towns. When they do, the warfleets of Tilea – and any Empire allies who are at hand – do battle with the Skaven fleets, staining the sea and sky red with fire and blood.

The Skaven Clanfleets are not renowned for venturing much further than the Tilean Sea, but recently their Clanships have been sighted off the Estalian Coast, and tales are told of Skaven vessels striking as far north as Brionne. No one can be sure if the Skaven Clanfleets venture southwards, but it seems likely that the mysterious lands of Araby and The Southlands are familiar and easier pickings for the Clanfleets. It is even harder to guess at the Skaven's desires and designs on these far-flung realms.

The Skaven Clanfleets are dangerous opponents not so much because of excellent ships or fine seamanship, but because of the sheer weight of numbers they employ. Skaven ships are crewed by hundreds of Clanrats, Slaves and Storm Vermin, and their best ships carry Rat-ogres to add extra might. When boarding an enemy ship, a Skaven vessel is a fearsome opponent, as it is packed with a huge number of Rat-men, overwhelming and slaughtering their victims.

A Skaven Clanfleet typically consists of many small fireships scurrying around the Great Bell of Doom sitting at the centre of the fleet. Clan Pestilens Deathburners watch for the opportunities created by the Warp-raiders, waiting for crippled ships to pick off and destroy.

SKAVEN CLANFLEET

Skaven vessels are ramshackle constructions of wood and metal created by the engineers of Clan Skryre. They are built in massive, flooded caves beneath the Skaven city of Skavenblight in the Blighted Marshes, from where they emerge to raid the coasts of the Tilean Sea.

DOOMBRINGER

The Doombringer sits menacingly at the centre of the Skaven Clanfleet.

The ship carries the Skaven's Great Bell mounted on its deck, hung from massive gantries that rear up into the sky and support its massive weight. Hatches and ladders lead down into the depths below the decks, from where a constant stream of hundreds of Skaven surge forth to attend the Great Bell.

The Doombringer is dragged through the water by two huge paddle wheels, one to the front of the ship and one to the rear. Locked within these are hundreds of slaves that trudge around an endless path to propel the ship through the water.

Every so often the Great Bell rings, making a mournful, atonal clanking sound that resonates for miles around. Before the malevolent tones die away completely, the Great Bell is rung again, building in volume to a head splitting crescendo as the ungainly vessel nears the opposing fleet.

The Skaven take an unholy delight in the deafening clangour, and their tumultuous shrieking and squeaking joins the strident tones of the bell as it echoes across the waves.

As the soundwave builds, panic spreads across the enemy fleet. The ships grind to a halt as their crews weep and wail; terrified sailors leap overboard and timbers crack as the bell is remorselessly rung again and again.

SKAVEN CLANFLEET

A Skaven Clanfleet may consist of the following:

Men O' War: 1

The Clanfleet must have at least one Doombringer as the Skaven Warlord's Flagship.

A Skaven Clanfleet only ever has one Doombringer per 1000 points spent.

Cost: 200 points each

Ship of the Line Squadrons: 2+

At least one squadron of three Warp-raiders.

Cost: 75 points per squadron.

At least one squadron of three Clan Pestilens Deathburners.

Cost: 150 points per squadron.

Crew (per 1000 points)

For every 1000 points spent on a Skaven Clanfleet, it gets the following crew counters:

20 Slaves, 20 Clanrats, 5 Storm Vermin

Cost: Free.

For fleets that are smaller than 1000 points see the *Skaven Crews* section.

Grey Seer: 0-1

Cost: 100 or 150 points.

Skaven Warlord: 1

Cost: Free.

Special Crew: 0+

You may buy any number of Rat-ogres counters.

Cost: 25 points per Rat-ogre counter.

For every 500 points spent on a Skaven Clanfleet, you may buy one Clan Eshin Assassin counter

Cost: 50 points per Clan Eshin Assassin counter.

Chaos Reward Cards: 0+

Only Clan Pestilens Deathburners may have Chaos Rewards, and then only Chaos Rewards of Nurgle. Chaos Rewards of Khorne, Slaanesh and Tzeentch are not available to the Skaven Clanfleet.

Cost: 25 points per card.

Man O' War Cards are not available to the Skaven Clanfleet.

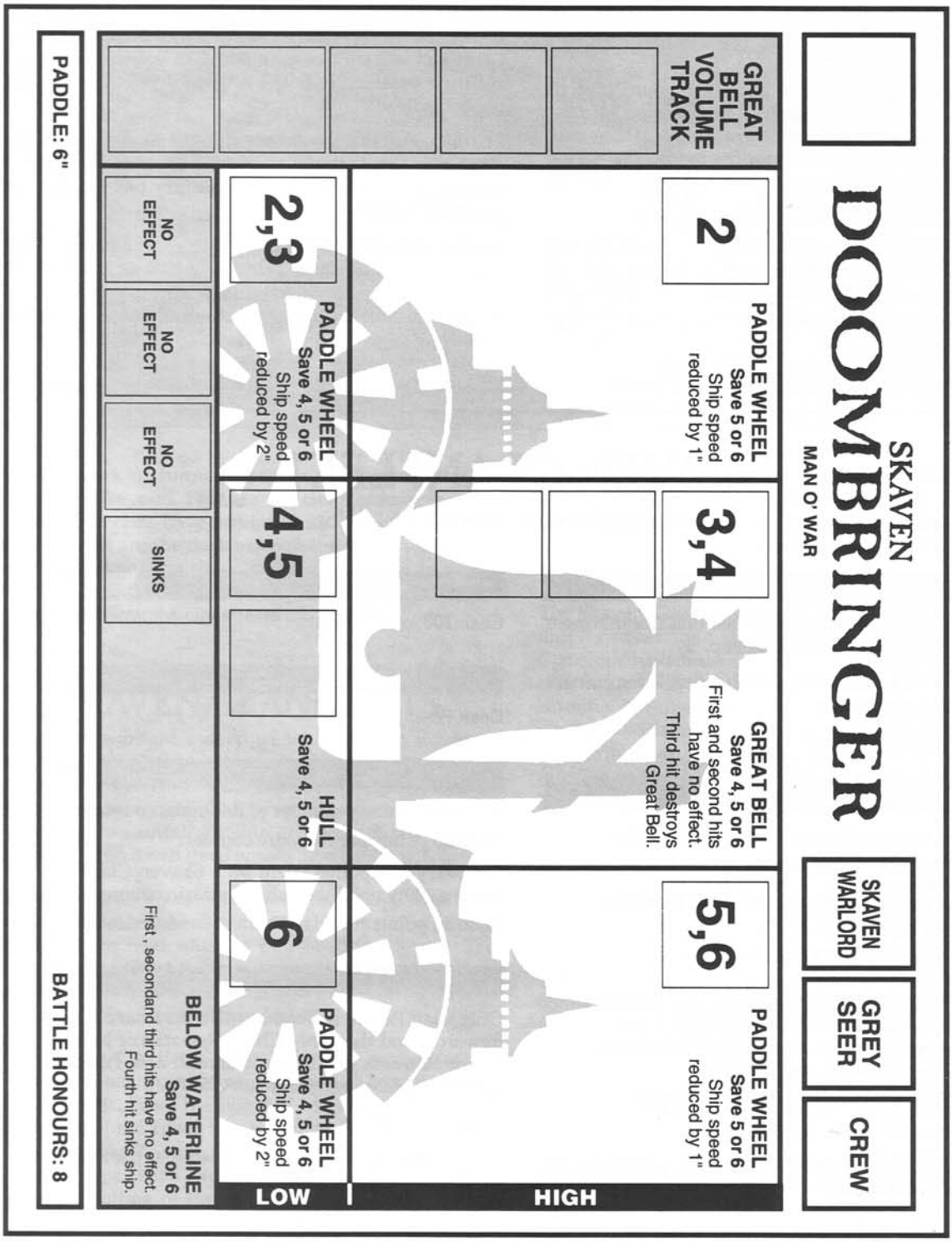
CLAN PESTILENS DEATHBURNER

The vessels of Clan Pestilens are designed solely to carry their poisonous vapours to the enemy fleet. In the main part they rely on fairly crude raft-like vessels, powered by slave-driven paddle wheels.

The Clan Pestilens Deathburner is one such ship, and mounts a huge incense ball on its prow. As this ungainly vessel lurches across the waves, it wafts vapours of death over the seascape. The evil clouds sear their victims' lungs, causing them to fall to the ground with bubbling green liquids issuing from their mouths and blistering their skins.

WARP-RAIDER

The Clan Scryre Warp-raiders are crewed only by the most insane Skaven warriors. They are fairly small vessels that are propelled across the water by wildly threshing paddle wheels powered by a Warpstone Reactor. Their progress is extremely erratic, as the flow of power from the reactor is unpredictable at best.



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Mounted at the rear of the ship is a huge tank of hissing, boiling warp-naphtha, connected by pipes to the ship's single turret. As the Warp-raider reaches the enemy, great gouts of all-consuming fire roar forth from its turret, setting ships ablaze from stem to stern in a matter of moments.

MOVEMENT

Skaven ships are driven by one of two types of motive power, described below.

PADDLE WHEELS

Most Skaven vessels are powered by huge slave-driven paddle wheels. While the actual movement rate of a Skaven ship may vary, depending on its type and how hard the slaves are beaten, they all turn as sailing ships, using the turn template. They may move backwards and forwards with equal ease, and may reverse direction in the middle of a move. Skaven ships are unaffected by the wind direction.

WARPSTONE REACTORS

Warp-raiders are also driven by paddle wheels, but rather than using slaves for motive power they use an unreliable and unpredictable device called a Warpstone Reactor.

The power output of a Warpstone Reactor is inconsistent at best. At the start of each Battle Phase the Skaven player rolls 2 dice for each Warp-raider to see how many inches it may move this turn. It does not have to move the full distance rolled of course, and the Skaven player must be very careful to maintain his squadrons without leaving any stragglers behind.

The Warp-raider turns as a sailing ship, using the turn template. It may move backwards and forwards with equal ease, and may reverse direction in the middle of a move. It is unaffected by the wind direction.

Unfortunately, a Warpstone Reactor is inherently unstable. If the two dice rolled for movement come up with any double, the vessel grinds to a halt and may not move or fire this turn. Next turn it may act as normal.

SKAVEN

CLAN PESTILENS DEATHBURNER

SHIP OF THE LINE

CREW

3

PLAGUEBURNER
Save 4, 5 or 6
First hit no effect.
Second hit destroys Plagueburner.

4

WINCH
Save 5 or 6

5

ENGINE
Save 4, 5 or 6
Speed reduced by 4".

6

PADDLE WHEEL
Save 5 or 6
Speed reduced by 4".

NO EFFECT

SINKS

BELOW WATERLINE
Save 5 or 6
First hit has no effect.
Second hit sinks ship.

PADDLE WHEEL: 8"

BATTLE HONOURS: 2

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SKAVEN WEAPONS

Skaven ships are armed with a multitude of weapons that tend to be either very effective or go horribly wrong. This is largely due to the Skaven engineers' use of warpstone as fuel for weapons and engines.

THE GREAT BELL

The Doombringer carries a huge bell mounted on its deck – the Great Bell. The Doombringer is the flagship of the fleet and the Great Bell's strident tones echo across the seascape as a rallying call to the other ships. This sound is the Great Bell's attack: if it hits just the right note it can literally shake the opponent's ships to pieces.

The Great Bell counts as a weapon, just like a cannon or catapult, and must therefore be rung after the ship has moved, but before it carries out any boarding actions.

Ringing The Great Bell

The first time you ring the Great Bell, roll 2 dice. You are aiming to roll any double except a double 1. A double 1 is bad – very bad indeed.

If you roll a double, look it up on the following table to see what the effect is.

Double	Effect
1	Kaboom! With a grinding shriek of tortured metal, the Great Bell explodes and is destroyed. It may not be used again this game.
2	All enemy ships within range that have not yet moved may not move this turn as their crews cower in fear.
3	Steel hawsers snap as the Great Bell tolls; all enemy ships within range of the sound that have not yet fired may not fire this turn.
4	Timbers burst and steel plates melt as the wave of sound hits them; all enemy ships within range take one random hit, with a normal saving throw.
5	Screaming sailors leap overboard as they are buffeted by the wall of sound; all enemy ships in range lose one crew counter.
6	The sheer volume and intensity of the Great Bell's strident tone vaporises metal and starts the enemy vessels shuddering and splintering in a bizarre rhythm. Roll once on the critical damage table for every enemy ship in range and apply the result. If the result is a blaze, roll to see which location is affected, re-rolling any misses until they hit.

Range

The range of a successful attack is equal to the total of the dice rolled. All enemy ships within this distance of the Doombringer are affected. If you roll a double 4, for instance, then the range of the attack will be 8" (4+4).

After you have rung the bell, place a Great Bell counter on the Great Bell's Volume Track.

Ringing the Bell Again

For each Great Bell counter on the Great Bell's Volume Track when you ring the bell, roll 1 extra dice.

"Yes, Yessss!" crooned Gringratt. There was only a short distance to go now until his Warpfire Thrower was in range. The other Warp-raiders were already burning their targets with gusto, but Gringratt wanted the big one – the Dreadnought. A shell exploded directly in front of the small ship as it approached, bucking it violently. Water rushed in through the view-slits, soaking the cramped interior and the Skaven crew.

"Wet-wet," squeaked Gringratt in dismay, pawing furiously at his sodden fur. There was nothing he hated more than getting wet, and now he was soaking.

"Now-now-quick-quick," Gringratt shouted, reaching for the warpfuel safety release valve, impatient to cremate the hated Dwarfs who had soaked him to the skin.

"Burn-burn-fat-beards" squeaked Krakgnaw from the confines of the turret, depressing the twin triggers on the fire nozzle.

"Slow-slow-stop-stop!" Thumfass shrieked, lunging for the safety valve. But Gringratt got there first, hate in his eyes, and depressed the lever so hard it snapped off.

Even as the roaring of the engines grew to a deafening crescendo, a mere sputter of fire emerged from the nozzle of the gun. The ship began to shake uncontrollably. Gringratt was awakened from his frenzied reverie by the sight of Thumfass, just visible through the view-slit, swimming away from the shuddering Warp-raider.

"Back-back," shouted Gringratt, desperately trying to shut off the power with the broken lever. Green, glowing, fiery liquid spat at him through cracked feeder pipes, setting his coat aflame in several places.

"Help-help" he screamed at his gunner, but Krakgnaw was already gone.

As he bit in desperation at the feeder pipe, he felt the impact of the ship smashing into the hull of the Dreadnought. A second later the world exploded in a violent fireball which hurled him through the air.

Swimming swiftly towards a nearby island, Thumfass and Krakgnaw heard the explosion and a last shriek of 'Hot-hot!!" as their leader hurtled into the sea and was extinguished with a soft, bubbling hiss.

For instance, if there are 2 Great Bell counters on the track and you ring the bell, you roll 4 dice instead of 2 for the attack. As before, you are aiming to roll one or more doubles. The range of the attack is the total of all the dice rolled, in this case 4 dice.

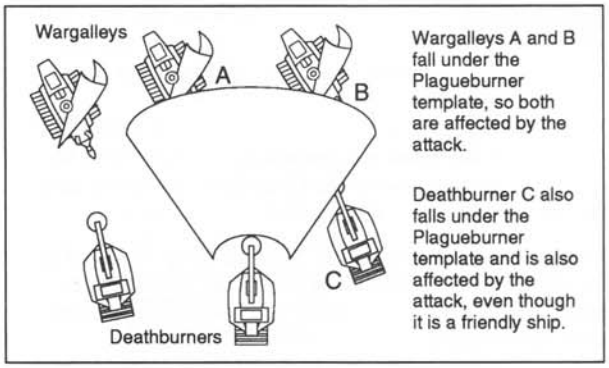
If you roll more than one double when ringing the Great Bell, apply all the results, starting with the highest double and working down. The range of all the attacks will be that of the highest double. If you roll a double 3 and a double 6, for instance, *both* attacks will have a range of 12" (6+6).

This means that as you keep ringing the Great Bell the further the sound travels and the more likely you are to roll a double. Of course, you are also more likely to roll a double 1 and blow the bell up! To prevent this from happening, you can deliberately let the Great Bell die down before ringing it again; for every turn you do not ring the Great Bell you may discard one Great Bell counter from the Great Bell's Volume Track.

PLAGUEBURNER

The Clan Pestilens Deathburner is armed with a huge Incense Burner, sometimes called a Plagueburner because of the noxious fumes it gives off. It can also be used as a mace, smashing into enemy vessels that are in range.

Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship.


Wargalleys
A
B
C
Deathburners
Wargalleys A and B fall under the Plagueburner template, so both are affected by the attack.
Deathburner C also falls under the Plagueburner template and is also affected by the attack, even though it is a friendly ship.

Any vessel (friend or foe) that lies within the arc, even if only partially, may be affected by the cloud.

Roll	Result
1-4	The fresh sea air dispels the foul vapours and they have no effect.
5-6	The choking fumes envelop the ship, killing its crew; the ship loses one crew counter.

Whether or not the noxious vapours of the Incense Burner have any effect, it can also can be used as a giant mace. It can strike a single target that the Deathburner is touching and that lies within the arc of the Plagueburner template. It makes a single 1 dice attack that can be aimed high or low, and has a normal saving throw.

Once the Deathburner has moved and attacked, other enemy ships may move up to it without fear of attack until the Skaven player's next turn as the Incense Burner takes time to build up a sufficiently large volume of smoke to have any effect.

WARPFIRE-THROWER

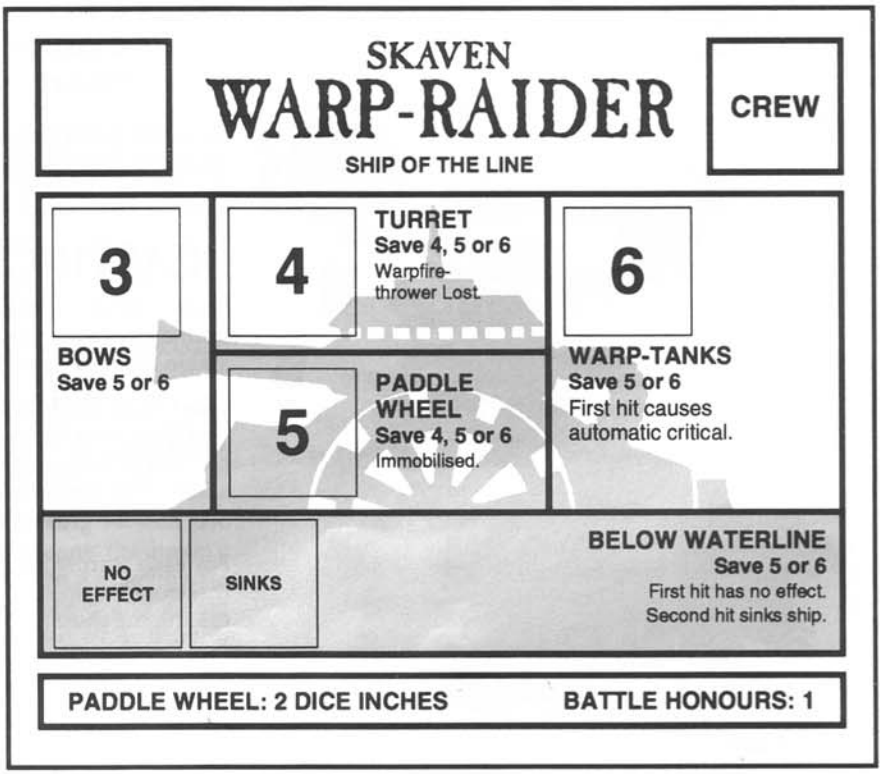
The Warp-raider is armed with a Warpfire-thrower. This is a potentially devastating weapon that fires an arc of warp-naphtha at its targets, setting sails and superstructure ablaze.

The Warpfire-thrower has a range of 4" and uses the Warpfire-thrower template. The first target that falls under the template, even if only partially, is hit. The Warpfire-thrower makes a 3 dice attack with a -1 saving throw modifier. If a location fails its save, it is set alight – place a blaze counter on the location.

Unfortunately, the Warpfire-thrower is extremely unstable and prone to blowing up! If you come up with any double on the 3 dice when rolling the attack, the Warp-raider explodes and sinks – replace it with a debris marker.

Warp-tank hits

The first time the Warp-tanks location is damaged it automatically causes a critical hit. If this location is hit a second or subsequent time, you do not get two critical hits (one for hitting the location, and one for damaging the area twice!). After the first hit, the Tank location is treated just like any other.



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SKAVEN MAGIC

Skaven Sorcerers, or Grey Seers, use a type of magic unique to the Skaven race. Whereas other Wizards – even Chaos Sorcerers – draw their power from the winds of magic that blow across the Known World, Grey Seers take advantage of the strange substance called warpstone. They devour refined warpstone and convert it to magical energy, which they can then use to cast a spell.

A single piece of raw warpstone is usually about the size of a man's fist. It is irregular in shape, though its exact form is difficult to determine because of the intense black glow it gives off. The warpstone swallows all the light in its immediate vicinity, creating a small patch of darkness that hides its true form. In this state, warpstone is dangerous to all creatures, including Skaven, and prolonged exposure can cause mutation or even death.

Warpstone can only be used in a controlled way after it has been refined, a process known only to the Grey Seers. Fortunately, Grey Seers have a higher tolerance for warpstone than other Skaven, and can therefore carry out this long and difficult task without suffering too many ill-effects.

Once refined, warpstone is grey and powdery and has no warping effects unless eaten. Normal, sane creatures wouldn't dream of eating warpstone, of course, but Skaven are a different matter. Even in its refined form, warpstone still contains a huge amount of energy. By eating it, a Grey Seer can liberate this power and use it in a controlled and deliberate manner.

Of course, there are still risks in handling warpstone even in this form, and it is not uncommon for a Grey Seer to over-estimate his own skill and eat too much. The results of such a mistake are generally fatal!

Skaven Grey Seer

SETTING UP

The Skaven player may have one Grey Seer in his fleet. Take the Grey Seer template and place it next to the Doombringer template; the Grey Seer is always aboard this ship at the start of the game.

The Grey Seer template is used to keep track of how much warpstone the Grey Seer has available to cast spells. Place all 24 warpstone counters in a stack on the Grey Seer template.

Sort out the 8 Skaven Magic Cards and place them next to the Grey Seer template. Unlike other Wizards, a Grey Seer starts the game with the complete set of 8 Skaven Magic Cards in his hand and doesn't draw from a deck.

GREY SEERS

There are two levels of Grey Seer: a Warlock Champion costing 100 points and a Warlock Master at 150 points, taken from the points you have available to buy your fleet. Their statistics are as follows:

Mastery Level	Points Cost	Battle Honours
Warlock Champion	100	2
Warlock Master	150	3

As a 150 point Sorcerer, the Warlock Master gets the standard +1 bonus when casting and dispelling magic.

CASTING SKAVEN MAGIC

Skaven Magic is cast during the Magic Phase, just like normal magic, by rolling a dice and scoring equal to or above the casting number for the chosen spell.

Like Chaos Magic, Skaven Magic is very difficult to cast. The Grey Seer must eat pure warpstone and internally convert it into magical energy to cast such powerful spells. This carries inherent risks, and the more the Grey Seer eats the greater the likelihood of disaster striking.

For each warpstone counter a Grey Seer consumes, and therefore reduces his supply, he increases his chances of casting the chosen spell by +1.

However, remember that 'The rule of 1' means that if the casting roll is a 1 the spell has automatically failed, no matter how much warpstone the Grey Seer has eaten.

Once you have tried to cast a spell, the card is discarded, whether the attempt to cast the spell was successful or not. If you have used any warpstone counters to augment your roll, they too are discarded.

FAILING TO CAST SKAVEN MAGIC

If you fail to cast a spell (but not if it is dispelled), the Grey Seer has not managed to digest the crystallised magic he has just eaten and may go into a Warp Frenzy.

Roll a dice for each warpstone counter the Grey Seer consumed. For every double you roll, check the following table to see what has happened.

Double	Effect
1	With an anguished squeak the Grey Seer is consumed by the internal warp energy. He explodes with a green flash, spraying fur and warpstone across the deck. All the remaining spells in his hand go off immediately, centred on the ship the Grey Seer was on when he died.
2-4	Roll a dice: the Grey Seer consumes that many additional warpstone counters as he struggles to suppress the strange things going on internally. Discard them from his supply stack.
5-6	The Grey Seer's eyes glow bright green and steam curls from his ears and nostrils; he gains an extra +1 to his casting roll next turn.

RUNNING OUT OF WARPSTONE

If the Grey Seer reaches a point where he has run out of warpstone, he will be unable to cast some of the more powerful spells:

A Warlock Champion must discard any spells in his hand whose casting number is 7 or more.

A Warlock Master must discard any spells in his hand whose casting number is 8 or more.

These cards should be put back in the box, as they play no further part in the game. This represents the Grey Seer's power dwindling, and he therefore becomes unable to cast these spells.

DISPELLING SKAVEN MAGIC

Once successfully cast, Skaven Magic is very difficult to dispel.

A normal Wizard must give up cards from his hand to dispel Skaven Magic. For each two cards he gives up he increases his chance of dispelling the Grey Seer's spell by +1.

Giving up two cards, therefore, means the enemy Wizard will dispel the Skaven's spell on a 6; giving up four cards gives him a dispel roll of 5 or 6; and giving up six cards gives him a dispel roll of 4, 5 or 6. Obviously, if you only have a low level Wizard you won't have six cards to discard, and may therefore only end up with a dispel roll of 6.

On top of this, the Wizard may add any special bonuses he has (a Wizard Lord will have an additional +1 bonus, for example).

Discarding cards in this way may deprive the Wizard of spells to cast this turn, but the effects are not permanent: spells that are discarded may be replenished as normal during the End Phase.

Chaos Sorcerers follow the rules in the *Chaos Magic* section of this book when dispelling Skaven Magic by rolling a 6, as you can for Chaos Magic.

Automatic Dispel

Because it is so powerful, there is no chance to automatically dispel Skaven Magic.

DISPELLING ENEMY MAGIC

The Grey Seer may attempt to dispel any magic cast against the Clanfleet, whether it is normal magic, Chaos Magic, or even enemy Skaven Magic.

To dispel incoming magic the Skaven player must roll 7 or more on a single dice, adding +1 to his score for each additional warpstone counter the Grey Seer consumes. If the Grey Seer is a Warlock Master, there is an additional +1 on the roll because of his Mastery Level.

For each warpstone counter the Grey Seer consumes, roll a dice and check for doubles on the *Failing to Cast Skaven Magic* Table, just as if he failed to cast a spell.

REPLENISHING CARDS

The Grey Seer does not discard and replenish his hand during the End Phase like other Wizards. Any spell that the Grey Seer has discarded remains so until he has no spells at all left in his hand. At this point, all the spells in the discard pile are re-drawn, taking the Grey Seer's hand back up to full.

SKAVEN CREWS

A Skaven Clanfleet, like a Plaguefleet, uses a different system of crew experience to that given in the Man O' War rulebook. Although Skaven collect Battle Honours in exactly the same way as other races, the way these Battle Honours are used is completely different.

The ships in a Skaven Clanfleet are crewed in a very different manner to the ships of all other races; whereas the ships in other fleets have their crew determined at the start of the game by a number printed on their templates, Skaven fleets have a large number of crew, distributed throughout the fleet.

As mentioned in the *Skaven Clanfleet* section, for every 1000 points spent on a Skaven fleet you get the following crew counters: 20 Slaves, 20 Clanrats and 5 Storm Vermin. These can be spread throughout the fleet however you wish, according to the following rules:

1. Each ship must have only one type of crew aboard. You cannot place Clanrats and Storm Vermin on the same ship, for instance.
2. Each ship in a squadron must have the same type of crew as all the other ships in the squadron. A Squadron cannot have some ships with Slaves onboard and others with Clanrats, for instance.

If you are playing with fleets larger or smaller than 1000 points – but not an exact multiple of 1000 – you get the following crew for every 200 points you spend: 4 Slaves, 4 Clan Rats and 1 Storm Vermin.

If you are working in multiples of 100 points then you get the following crew: 2 Slaves and 2 Clan Rats.

In addition, there are two types of special crew: Rat-ogres and Clan Eshin Assassins. These cost 25 points and 50 points respectively, and can be placed on any ship, no matter what crew is already aboard.

Points Spent	Slaves	Clanrats	Storm Vermin	Rat-ogres		Assassins
25	0	0	0	1		0
50	0	0	0	2	*or*	1*
100†	2	2	0	0		0
200†	4	4	1	0		0
1000†	20	20	5	0		0

* You may have a maximum of 1 Clan Eshin Assassin counter for every 500 points your fleet is worth.

† Note that you do not need to spend these points to get these crew counters; these entries show how many *free* crew counters you get for a fleet worth this many points. For instance, a fleet worth 1300 points gets 26 Slaves, 26 Clanrats and 6 Storm Vermin crew counters. Rat-ogres and Assassins, on the other hand, *cost* 25 points and 50 points respectively.

CREW TYPES

When Skaven are involved in a boarding action, roll the dice as normal, adding the total number of crew counters in the stack plus any other modifiers for guns, etc. as usual. In addition, the type of crew onboard have the following effects.

Slaves

Slaves are present at all levels of Skaven hierarchy, carrying out menial or dangerous tasks. They may be of any race: Humans, Orcs, etc., or other Skaven. They are drummed into military service to make up numbers, and are poorly armed and hobbled together with chains to stop them running away. They are the lowest rank of Skaven society.

If a ship is crewed by Slaves it gets a -1 to all its boarding action dice rolls.

Clan rats

Clanrats make up the bulk of Skaven society. They are the equivalent of a normal sailor in other races' fleets and are drawn from the numerous warrior clans, such as Clan Rictus and Clan Mors.

Clanrats have no special effect on boarding action dice rolls, acting just like normal crew counters.

Storm Vermin

Storm Vermin are larger than other Skaven, standing a foot or so taller than their brethren, and are powerful warriors. Storm Vermin are usually given command of the most powerful ships in the fleet, where their greater strength and skill can really make a difference.

If a ship is crewed by Storm Vermin it gets a +1 to all its boarding action dice rolls.

Rat-ogres

Rat-ogres were created by Clan Moulder. They are huge, Skaven-like creatures the size of true Ogres but possessed of the speed and ferocity of Skaven.

A Rat-ogre's brain is devoted entirely to fighting and bloodshed so in battle they are led by Clan Moulder Packmasters who direct them and unleash their devastating charges when the time is right.

Each ship may have one Rat-ogre counter aboard, giving it an extra +2 in its boarding action dice rolls (+1 for the Rat-ogre counter itself, plus an extra +1 for the ferocity of the Rat-ogre's attack). If a ship with Rat-ogres aboard must lose a crew counter, the Rat-ogres are removed before any other type of crew.

Clan Eshin Assassins

The black-clad Assassins of Clan Eshin are rightly feared by those who know of them. They are trained from birth as quick, murderous fighters adept in the use of poisons, throwing stars and other exotic weapons.

At sea, Assassins often lurk in the ranks of ordinary Skaven until they have an opportunity to strike at enemy leaders in the confusion of combat.

You may only have one Assassin counter per squadron. An Assassin counter does not count towards a ship's boarding action dice roll (i.e. you do not get +1 to your score in boarding actions for the counter's presence).

When a Skaven ship with Assassins onboard makes a boarding action against an enemy vessel, you may use them to soften the target up before committing any more of your troops.

For each Assassin counter you use, choose any one crew counter on the target ship (including the Admiral, Wizard, etc.) and roll a dice; on a score of 5 or 6 the crew counter is killed and removed.

Once you have used an Assassin counter, whether or not the attack was successful, it must be discarded for the rest of the game.

Once the Assassins have finished making their attacks, you may then decide to launch a boarding action.

SKAVEN MORALE

As individuals, Skaven are not particularly brave or determined in combat, preferring to use sheer weight of numbers to press home an attack. When a Skaven ship takes damage there is a chance its crew may panic and abandon their ship, believing it to be sinking.

Every time a Skaven ship takes a critical hit, roll on the following table.

Roll	Result
0-1	Wide scale panic. The crew are convinced the ship is sinking. Roll a dice: that many crew counters abandon ship and are discarded.
2	Major panic. 2 crew counters abandon ship and are discarded.
3	Minor panic. 1 crew counter abandons ship and is discarded.
4-8	No problem! The Skaven crew are sure their mighty vessel can withstand such damage.

A Doombringer's crew are at +1

Ships crewed by Slaves are at -1

Ships crewed by Storm Vermin are at +1

SKAVEN CREWS AND BATTLE HONOURS

Individually, Skaven warriors do not get any stronger, but as a Clanfleet wins battles and its fame spreads, more and more Skaven flock to join it.

At the end of a battle, the Skaven receive Battle Honours just like any other fleet. However, they are spent in a completely different fashion. Any Battle Honours gained by a Skaven Clanfleet are converted into extra points to spend on ships and crew.

For ease of calculation, a Skaven Clanfleet's Battle Honours are always rounded up to the nearest 25. If you get 27 Battle Honours, for instance, you may claim 50! Obviously, this means a Skaven player will always be looking to push his Clanfleet's total up to the next bracket and gain those precious points.

The table below summarises the points gained for each value of Battle Honours. If you are fighting a huge campaign, with values that go past these, you'll have to work out the numbers yourself.

Battle Honours	Points gained
1-25	25
26-50	50
51-75	75
76-100	100
101-125	125
126-150	150
151-175	175
176-200	200

As a Skaven player, the points value of your fleet relates directly to the number of crew you get. For every extra 100 points spent on your fleet, you get extra crew counters; see the table on the opposite page.

Note that you do not have to spend any extra points you have earned immediately. You may save them until you have enough available to buy exactly what you want.

FOR EXAMPLE

A Skaven player with a 1000 point fleet gains 30 Battle Honours in his first battle. Rounding this up to the nearest 25, these are converted into 50 points to spend on extra crew or ships.

He could spend them immediately, buying two Rat-ogre counters or one Clan Eshin Assassin counter.

Alternatively he could buy one Rat-Ogre counter and save the other 25 points until next time.

If he saves them all, he can add them to points gained in future battles. When he gets 75 points, he can buy an extra squadron of Warp-raiders for the next battle. Or he could save 150 and buy a squadron of Clan Pestilens Deathburners, and so on.

Once the Skaven player has spent an extra 100 points on his fleet, making it worth 1100 points in total, he gets 2 extra Clanrat counters and 2 extra Slave counters for free.

Likewise, once he has spent another 100 points on his fleet, making it worth 1200 in total, he gets another 2 Slave counters, 2 Clanrat counters, and a Storm Vermin counter (making the fleet's total crew 24 Slaves, 24 Clanrats and 6 Storm Vermin).

SKAVEN FLEET

DOOMBRINGER

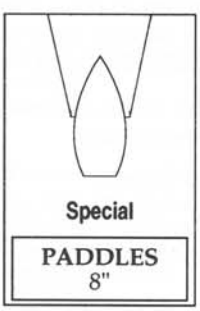
MOVE
Paddles: 6". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS
1 Great Bell firing through 360°; may not be used to repel boarders.

SPECIAL RULES
Roll 2 dice plus number of dice indicated on Volume Track for Great Bell's attack. Range is equal to total of all dice rolled. Look up each double rolled on the following table to find out the attack's effect.

1. The Great Bell explodes and may not be used for the rest of the game.
2. All enemy ships within range that have not yet moved may not move this turn.
3. All enemy ships within range that have not yet fired may not fire this turn.
4. All enemy ships within range take one random hit, normal saving throw.
5. All enemy ships within range lose one crew counter.
6. Roll once on the critical damage table for each enemy ship within range.

CLAN PESTILENS DEATHBURNER



MOVE
Paddles: 8". Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

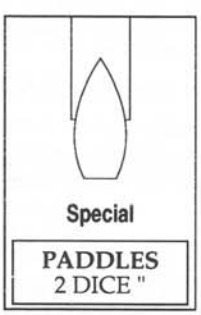
WEAPONS
1 Plagueburner firing ahead. May not be used to repel boarders.

SPECIAL RULES
Once the Deathburner has finished moving, place the Plagueburner template at the front of the ship; roll on the following table for each vessel that lies under the template.

1-4 No effect.
5-6 The ship loses one crew counter.

In addition, make a single 1 dice attack against each ship, which can be aimed high or low and has a normal saving throw.

WARP-RAIDER



MOVE
Paddles: 2 Dice Inches. Turns using normal turning template. May move backwards at will. Unaffected by wind direction.

WEAPONS
1 Warpfire-thrower firing ahead. May not be used to repel boarders.

SPECIAL RULES
The Warpfire-thrower has a range of 4" and uses the Warpfire-thrower template. The first target that falls under the template, even if only partially, is hit. The Warpfire-thrower makes a 3 dice attack with a -1 saving throw modifier. If a location fails its save, it is set alight – place a blaze counter on the location.

If you come up with a double on the 3 dice when rolling the attack, the Warp-raider explodes and sinks.

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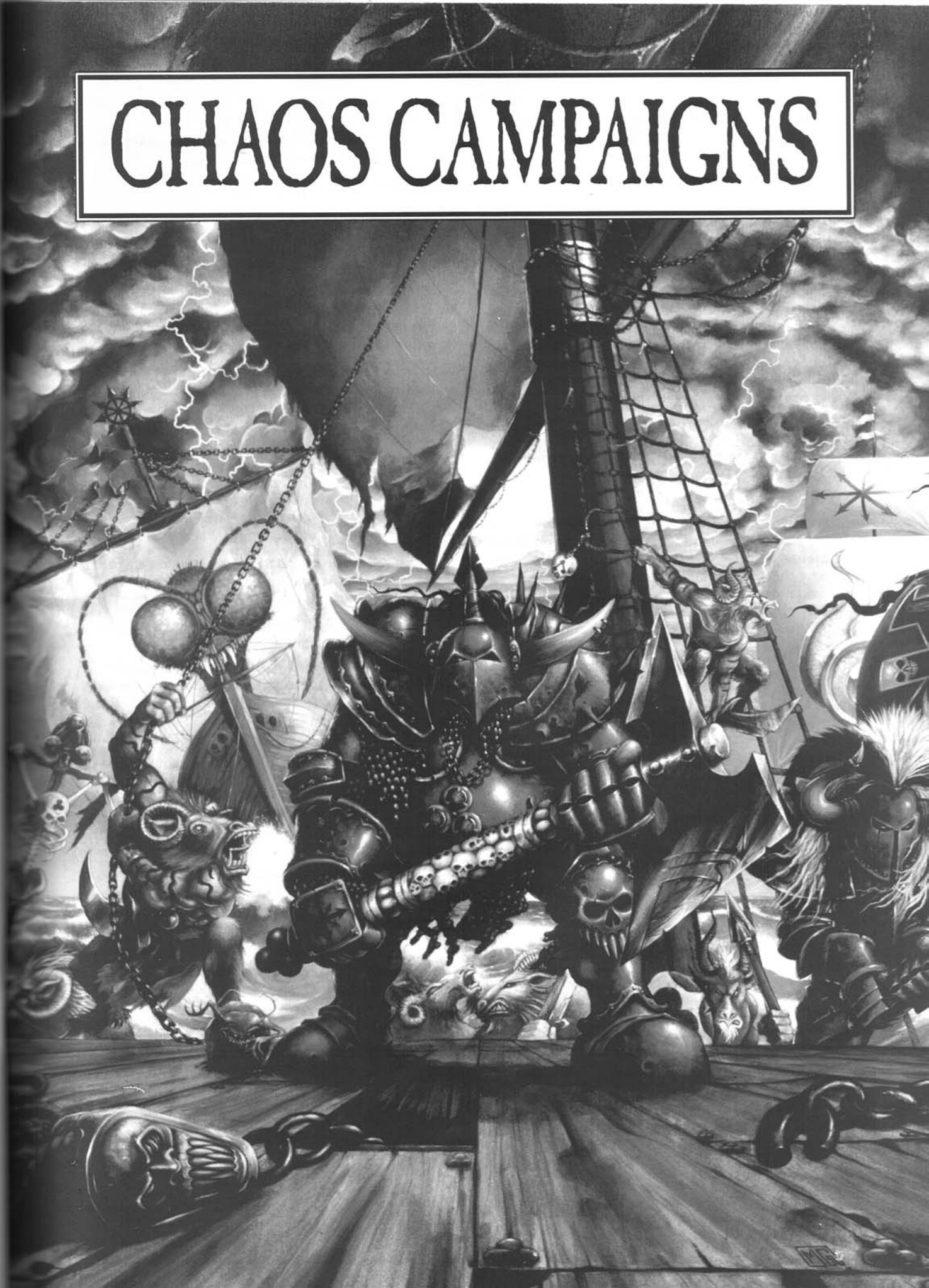
CHAOS CAMPAIGNS



CHAOS TERRAIN

Within the Realm of Chaos the waters are not subject to the physical laws governing the seas in more hospitable climes. In this forsaken region, the waves groan and howl with inhuman voices, and waters boil and burn as they hurl gouts of flame into the sky.

Choking mists dash across the ocean, forming swirling fog banks that hide all manner of horrors. Warped and twisted islands rear out of the water in a rush of icy water, blood rolling across their surfaces. Huge rocks thrust menacingly from the disorientating cloak of fog, gliding across the waves as if with a life of their own.

Any ships foolish enough to venture into these dangerous waters are in grave peril, with little chance of emerging unscathed. Not only do the physical dangers of the sea and weather take their toll; within these waters the ships' crews are exposed to the subtle warping influence of Chaos.

Yet for many sailors, the lure of gold and fame is too strong to keep them away. There are rumours and tales of immense hoards of lost treasures to be claimed, hidden by the illusions and mists. Perhaps these stories are true, or perhaps they are nothing more than lies spread by the agents of Chaos to entice fools to their doom. Whatever the truth might be, many people venture into the Chaos seas, but few are heard of again.

SETTING UP

If you decide that your battle will take place in the Seas of Chaos, the rules for setting up are slightly different to those given in the Man O' War rulebook.

Divide the area up into roughly 2' x 2' sections and roll a dice on the following table to see how much terrain each section contains, exactly as you would normally.

Roll	Number of Terrain Features Present
1-2	None.
3-4	One terrain feature.
5	Two terrain features.
6	Three terrain features.

However, once the number of terrain features each section contains has been determined, the non-Chaos player sets up all the terrain rather than each player taking it in turn to lay a piece of terrain down.

The Chaos player may then roll one dice for every terrain feature on the table; if the result is a 4, 5 or 6 the terrain piece is replaced by a piece of Chaos terrain*, chosen by the Chaos player.

(The Boiling Mists Chaos terrain piece is placed on top of the terrain already there, rather than replacing it.)*

Once the seascape has been completed, the two fleets are deployed using the rules in the Man O' War rulebook.

CHAOS TERRAIN PIECES

The following rules apply to each type of Chaos terrain.

THE SEA OF CHANGE

The Sea of Change warps and alters anything that sails into it. Tales are told of ships on the verge of sinking sailing into a glittering area of sea not on their charts and emerging miraculously restored to full strength, of ships emerging strangely changed, and of ships not emerging at all...

You must roll a dice on the following table for each ship that sails into The Sea of Change. Ships of Tzeentch may add +2 to their die roll.

1 Both The Sea of Change and the ship vanish into thin air; remove both from play.

At the start of the next turn, the Chaos player repositions The Sea of Change anywhere he likes on the map, so long as it is not within 4" of any ship. The ship, on the other hand, has been claimed by Tzeentch and is lost forever in the Warp.

2-3 The ship is trapped by the disorientating nature of The Sea of Change. Its compasses spin and the horizon seems to shift as the crew desperately tries to break free to the open sea. The ship may not move or fire until it escapes from the vice-like grip of the Warp.

At the start of each turn, roll a dice: on a result of 5 or 6, the ship escapes and may move out of the area as normal.

4-5 The Sea of Change remains relatively stable. Strange eddies and vortices lap around the ship, and arcs of crackling energy dance across her decks. A strong ocean current suddenly seizes the ship and she surges ahead with renewed vigour. The ship may be moved its full move rate, even if it has already moved this turn, and repairs one point of damage to any location immediately.

6 The ship is plunged into the freezing blackness of the Warp. The crew is convinced that they are dead, as they float in limbo for what seems like years. Then, with a shriek of warping energies, the ship emerges from The Sea of Change with all its damage repaired. You may remove all damage counters from the ship's template and move the ship its full movement rate, even if it has already moved this turn.

THE SEA OF BLOOD

Thick, coagulated gore adheres to the hull of any ship that dares to enter The Sea of Blood, slowing its progress and clogging rudders and oars with gore. Noxious, charnel fumes drift over the area in banks of blood-red fog, causing the ship's crewmen to retch over the side.

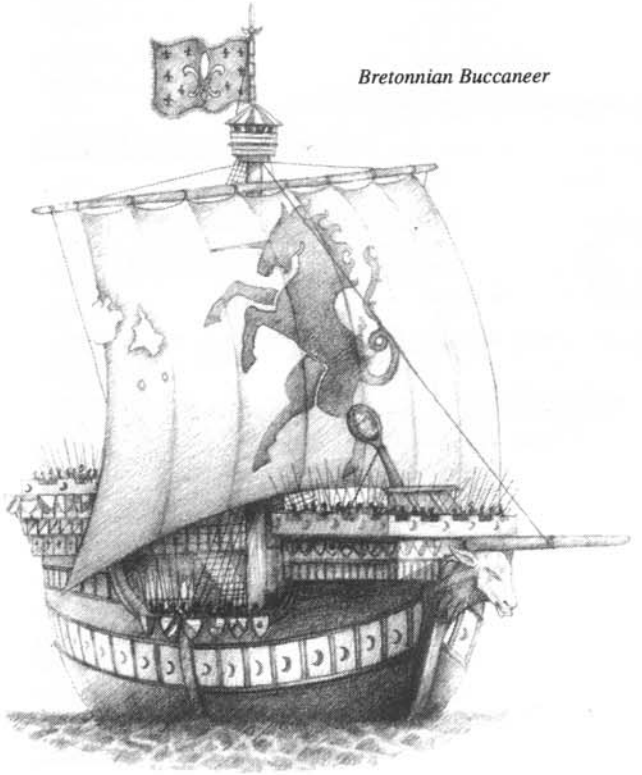
Any ship entering The Sea of Blood moves at half its normal move rate. In addition, as the ship enters The Sea of Blood roll a dice: on a result of 5 or 6, remove a crew counter from the vessel as they are overcome by the stench.

Chaos ships that are loyal to Khorne or Nurgle are immune to the slowing effect and the nauseous vapours of The Sea of Blood

THE SEA OF FIRE

Within The Sea of Fire the water itself is ablaze. The air is hot and dry, and sparks shoot across the inferno, igniting sails and masts. Great geysers of boiling magma hurl white-hot boulders high into the air, and the sun is obscured by thick grey clouds of drifting, choking ash.

Each turn, roll a dice for each ship that touches The Sea of Fire, subtracting the number of below the waterline hits that the ship has remaining from the dice roll; on any result above zero, the ship is consumed by fire and explodes. Remove it from the table.



Bretonnian Buccaneer

THE IRON CRAGS

The Iron Crags are a moving bank of jagged rocks, covered in smashed and splintered debris from their former victims. They drift across the water in a surging, seemingly random fashion. Any ships caught upon their rocky outcrops are smashed to pieces on the razor-sharp cliffs.

At the end of the Battle Phase, when both fleets' ships have moved, roll a dice and consult the following table to see how The Iron Crags move.

1 The Crags remains where they are.
2 Roll 1 dice: the Crags move north that many inches.
3 Roll 1 dice: the Crags moves east that many inches.
4 Roll 1 dice: the Crags moves south that many inches.
5 Roll 1 dice: the Crags moves west that many inches.
6 Add 6 inches to the Crags' move rate and roll again on this table, re-rolling on a result of 1.

Roll a dice for each ship that touches The Iron Crags; this is the number of below the waterline saving rolls the ship must make. For each saving roll that is failed, the ship takes 1 below the waterline hit.

THE BOILING MISTS

The Boiling Mists roll across the water as purple and yellow clouds that envelop anything they pass over. A strident, sibilant hissing, and the shrieking of hysterical laughter can be heard from within their murky depths, and dark sinewy shadows writhe on the edge of vision.

At the start of each Battle Phase, before any ships are moved, roll one dice: The Boiling Mists move that many inches across the table in the direction that the wind is blowing. If it leaves the table, the Chaos Player may replace it anywhere on the table edge opposite to the one that it left, so that it is ready to move next Battle Phase.

The Boiling Mists block line of sight and may not be fired through, though ships firing indirect weapons such as the Great Leveller Battlebarge or the Mortar Barge may fire over the area as normal.

Roll a dice for any ship that is touched by The Boiling Mists as it moves: on a result of 1, the ship loses a crew counter as sailors leap overboard, their minds and senses shattered by the sickly scent of the cloud. Any ship that enters The Boiling Mists must also roll to see whether anything happens to its crew.

Chaos ships that are loyal to Slaanesh are immune to the mind-bending effects of The Boiling Mists.

Note that The Boiling Mists terrain piece does not replace a terrain feature, but is placed on top of it.

THE GRINDING ROCKS OF DOOM

The thunderous din of rock smashing upon rock can be heard as a ship approaches The Grinding Rocks of Doom.

As it draws nearer, the ship is sprayed by spume and buffeted by the great waves that surge through the narrow chasm between the rocks.

Just as the way seems clear, the wet, black walls of stone slam together on the hapless vessel, utterly destroying it and burying the debris beneath thousands of tons of cruel rock.

Roll for any ship attempting to move between the rocks: on a result of 5 or 6 the rocks smash together and destroy the ship. Remove the ship from play.

CREATING YOUR OWN CHAOS TERRAIN

If you wish to create your own types of Chaos terrain, feel free to do so. A quick way to make new types of Chaos terrain is to place an appropriate Chaos Reward Card on an island or headland, using it as the basis for the terrain's special ability. Obviously, if you use a Chaos Reward Card in this way, it is not discarded when it has been used.

All along the shore the fire beacons blazed, a line of leaping flame to signal the approaching danger. Bells rang in the watch towers that stood ever-vigilant on the cliffs, warning of the sails of a mighty enemy armada that had been spied on the horizon.

The Wargalleys and Wolfships of the Imperial Fleet were quickly put forth to meet the foe. As they sailed out of the harbour walls, a cheer went up from their crews. They were confident of impending victory, for these were the coastal waters of the great mouth of the River Reik, their home seas; only fools would dare challenge the mighty warships of the Empire in these waters.

Admiral Von-Sturm, commander of the fleet, stood on the bridge of his Greatship, Graf Blitzen III, relishing the thought of the approaching battle. He and his men had been at rest too long, polishing cannons and scrubbing decks till they gleamed. Now they were sailing to war, anticipating a good fight.

Perhaps the enemy fleet could be a passing trading convoy that had got lost in a storm, or emissaries from some petulant nation entreating for peace, but Von-Sturm privately wished that the sails on the horizon would be those of an enemy fleet. Then his cannons would roar, the rams of the Wolfships and Wargalleys would bite deep, and the victory would be his in the name of his lord, Emperor Karl Franz. Von-Sturm had never lost a battle in his long and glorious career, and saw no reason to expect a change in his fortune now. He welcomed the prospect of a good and bloody battle.

Soon the sails of the oncoming fleet could be seen clearly, and it became apparent that this was no rag-tag fleet of pirates and cut-throats. A horde of small ships huddled around the dimly seen shapes that lurked in the centre of the formation, trying to hide them from view, but the smaller ships themselves told enough of the story for Von-Sturm to guess the rest. They were painted in a wide range of colours, from bold red and bronze to dull shades of green and brown. Even at this range, twisted icons that hurt the eyes could be seen, painted in garish colours on the tattered sails. Von-Sturm could hear distant wailing and drumming from the approaching warfleet, and see the clouds of smoke and flies that rolled around them.

"My Lord, we are beset by a greater evil than any of us could have guessed."

Von-Sturm turned to see Albalone, Wizard Lord of the Bright College and head mage of the fleet's war-cabal.

"Hell's teeth, I can see that for myself, Redcloak. I know of these foul symbols, and what they stand for." Von-Sturm gestured contemptuously at the oncoming fleet as he spoke.

"But my Lord, we can feel him, feel his power probing us," answered the Wizard insistently, clearly troubled.

"Don't speak in riddles, Redcloak. I have no time for this arcane gibberish now." Von-Sturm grabbed the Wizard by the scruff of the neck as he bellowed at him. "What are you trying to tell me? Spit it out!" he roared.

"A Chaos Sorcerer is with them, and his power is vast," rasped the wizard, shrugging off the Admiral's grip, rage building in eyes at this affront to his dignity.

Von-Sturm grinned as the Wizard' temper began to rise. "Good. Now you are angry, not scared. Lay aside your party tricks and court banter, and try and use your skills to help us; get below and call me up a storm to sink my foes, whilst I destroy them with ram and cannon."

Von-Sturm turned away abruptly, calling to his officers. Albalone stood silently raging on the deck for a moment, before turning on his heels and striding to the cabal of wizards waiting below decks.

Before he could reach the steps to the hold, the Wizard felt the unmistakable tremor of magic being let loose nearby. He looked up to face the sky. Above his head, the sky blackened and fire spewed from the clouds, leaping towards the Imperial Wolfships and setting their sails alight. He glanced across at the Chaos Fleet as the flames erupted around him. The Deathgalleys had parted and the Chaos Men O' War were revealed in their dark splendour. As the smaller vessels fired their cannons, the warships of Khorne, Nurgle, Slaanesh and Tzeentch lurched eagerly forwards. Albalone shook in fear as a great roar went up from the Plague Fleet...

CHAOS SCENARIOS

This section contains a number of scenarios designed to be used with the Chaos terrain pieces included in Plague Fleet. You can either play these scenarios individually, or run several one after the other as a campaign. You may even want to combine these scenarios with those from the Man O' War rulebook to produce an even more interesting campaign.

1: GOLD OF THE DARK GODS

The legendary treasure of the Dark Gods is rumoured to lie within the seas at the very top of the world. Many reckless adventurers have set forth for these dangerous waters but until recently none had been heard of again.

Then a lone survivor of one such fleet appeared in Erengrad, clutching a single huge gold ingot. With it he paid for a well-armed fleet to return to the Chaos Seas.

SET-UP

The set-up for Gold of the Dark Gods is as follows:

Terrain

The Chaos player places each piece of Chaos terrain wherever he likes on the board; there is no other terrain.

The non-Chaos player places one treasure chest counter wherever he likes on each terrain piece.

Fleets

The non-Chaos player chooses his fleet. He may field any non-Chaos fleet, chosen from any of the Fleet Lists.

The Chaos player gets half the amount of points that the non-Chaos player had to spend on his fleet. He must field a fleet from the Plaguefleet Fleet List.

Once both players have chosen their fleets, deploy them using the normal rules, the non-Chaos player first.

OBJECTIVES

The non-Chaos player must capture each treasure chest counter and exit with it from his own table edge.

The Chaos player must try and keep the treasure chest counters on the table by preventing the non-Chaos player from removing them.

SPECIAL RULES

The non-Chaos player may capture a treasure chest counter by moving one of his ships through it.

Each terrain piece uses the special rules given in the Chaos Terrain section of this rulebook.

The game is over when the non-Chaos player has had all his ships either sunk, captured, abandoned or removed from the table.

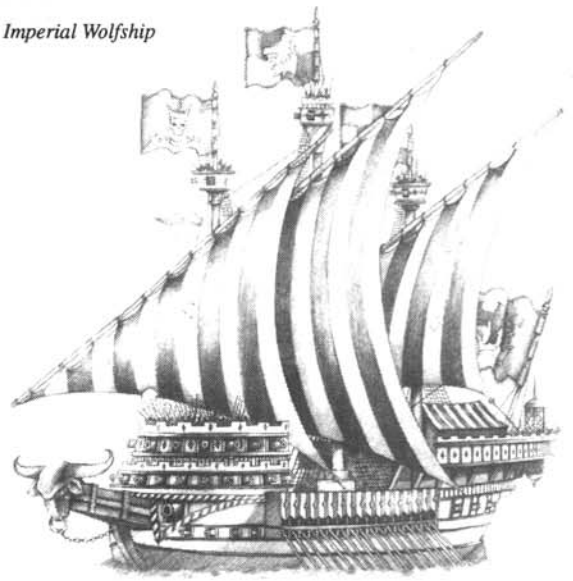
BATTLE HONOURS

No Battle Honours are scored for sinking or capturing enemy ships. The winner is the player who retains the most treasure chest counters at the end of the game.

The non-Chaos player gets 6 Battle Honours for each treasure chest counter successfully taken off the board.

The Chaos player gets 6 Battle Honours for each treasure chest counter that remains on the board at the end of the game.

Imperial Wolfship



2: PLAGUEMONGER

A foul odour carries on the breeze, drifting inshore. In the distance, the tolling of a great bell is heard, and coastal villagers choke and gag on the evil stench. The Plaguefleet is coming, and none can withstand it!

SET-UP

The set-up for Plaguemonger is as follows:

Terrain

Set up the terrain as you would for a normal game. The Chaos player may roll to see if he can bring on Chaos terrain if he wishes.

Fleets

The non-Chaos player may field any non-Chaos fleet, chosen from any of the Fleet Lists.

The Chaos player must field a fleet chosen from the Plaguefleet Fleet List.

Once both players have chosen their fleets, deploy them using the normal rules.

OBJECTIVES

The Chaos player must move his Plagueship into contact with as many pieces of terrain as possible, to infect them with Nurgle's Rot.

The non-Chaos player must try and prevent the Chaos player spreading the disease by destroying the Plagueship.

The Plaguemonger scenario has a limit of 10 turns.

SPECIAL RULES

Place a Nurgle's Rot counter on each terrain piece that the Plagueship comes into contact with. During the End Phase of the turn in which the Nurgle's Rot counter was placed, roll on the following table.

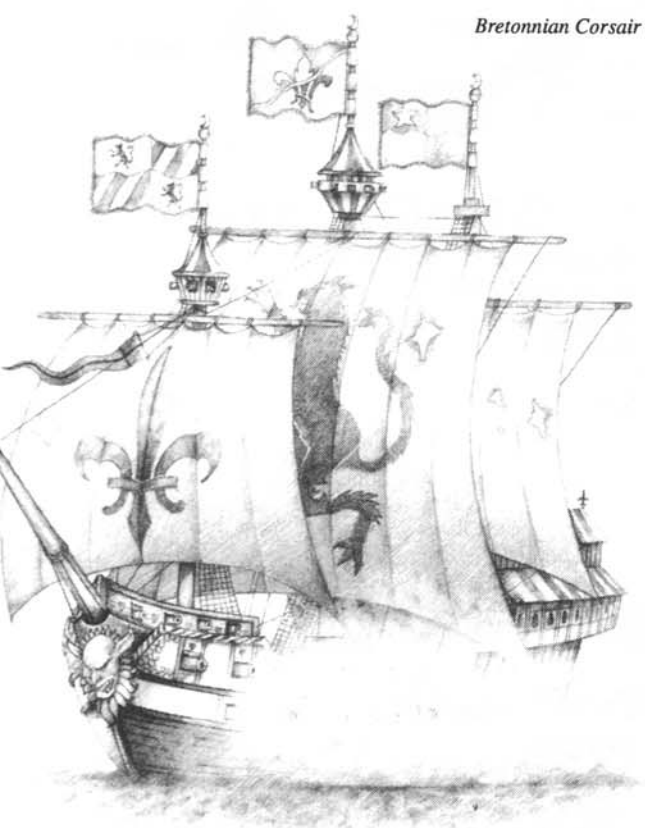
Roll	Result
1-2	The plague burns itself out; remove the Nurgle's Rot counter from the terrain piece.
3	The infection is spreading, but hasn't yet got a stranglehold on the area. Roll for this Nurgle's Rot counter again at the end of next turn.
4-6	The Plague takes hold; the terrain is infected with Nurgle's Rot.

BATTLE HONOURS

All the normal Battle Honours apply.

In addition, the Chaos player gets 2 Battle Honours for each terrain section infected at the end of the game. The non-Chaos player doubles his Battle Honours if he sinks the Plagueship.

Bretonnian Corsair



3: ESCAPE FROM THE CHAOS WASTES

Loaded with treasure, a bold fleet of adventurers returns from the Chaos Seas. More amenable and inviting waters are in sight. Maybe they will escape these hell-damned waters after all. Then the cry goes up.

"Ships ahoy. The Plaguefleet is upon us."

SET-UP

The set-up for Escape from the Chaos Wastes is as follows:

Terrain

Split the board into half. One half is the edge of the Seas of Chaos, the other the edge of the Sea of Claws. Roll for the number of terrain pieces as usual. Only Chaos terrain may be placed in the Seas of Chaos.

The non-Chaos player places all the normal terrain, while the Chaos player places all the Chaos terrain.

Fleets

The non-Chaos player may field any non-Chaos fleet, chosen from any of the Fleet Lists.

The Chaos player must field a fleet chosen from the Plaguefleet Fleet List.

The non-Chaos player sets up in a normal deployment area on the Seas of Chaos table edge.

The Chaos player must deploy all of his fleet except 1 Man O' War and 1 squadron of Deathgalleys touching the very edge of the table in the Seas of Chaos deployment zone, behind the non-Chaos player's fleet. The Man O' War and the Deathgalley squadron may be placed anywhere on the Seas of Chaos.

Finally, the non-Chaos player takes all the treasure chest counters and distributes them among the ships in his fleet. No ship may have more than one treasure chest.

Objectives

The non-Chaos player must try and exit from the Sea of Claws table edge with all the treasure.

The Chaos player must try and prevent the non-Chaos player from escaping.

SPECIAL RULES

The non-Chaos player goes first and may move twice in his first turn to put some distance between his fleet and the Chaos Fleet. Play then continues as normal.

BATTLE HONOURS

All the normal Battle Honours apply.

In addition, the non-Chaos player gets 3 Battle Honours for every treasure chest counter he escapes with, and the Chaos player gets 3 Battle Honours for every treasure chest re-captured or sunk.

4: DARK CRUSADE

Word has reached those in authority that a fleet of Chaos Warriors is ravaging the coastline, burning and destroying the land as they pass. The malign influence of the Lords of Chaos is upon the earth, spreading like a foul stain and corrupting all it touches. A valiant Warfleet is dispatched to deal with the threat.

SET-UP

The set-up for Dark Crusade is as follows:

Terrain

Set up the terrain as you would for a normal game. The Chaos player may roll to see if he can bring on Chaos terrain if he wishes; see the *Chaos Terrain* section.

Fleets

The non-Chaos player may field any non-Chaos fleet, chosen from any of the Fleet Lists.

The Chaos player must field a fleet chosen from the Plaguefleet Fleet List.

Once both players have chosen their fleets, deploy them using the normal rules.

Objectives

Both players must try and capture terrain and hold onto it until the end of the game.

The Dark Crusade scenario has a limit of 7 turns.

SPECIAL RULES

To capture a piece of terrain you must move one of your ships to within 1" of it and place one or more of the ship's crew counters on the terrain piece. If there is already an enemy crew counter there, you must fight a boarding action against them. Each player rolls a dice and adds +1 to his score for each crew counter on the terrain piece.

If you wish, you may move more than one ship up to a terrain piece at the same time, combining their crew counters to create a large coastal assault team. If you do this, it's a good idea to keep the crews of different ships in separate stacks so that you can remember which ship they come from for when they return to their vessels.

If all of a ship's crew tries to capture a terrain piece and is killed, the ship is abandoned.

If a ship has sent all of its crew to capture a terrain piece and their ship is attacked in their absence, they must immediately leave the battle and return to defend their ship. Place the crew counters back on their ship.

BATTLE HONOURS

All the normal Battle Honours apply.

In addition, each player gets 3 Battle Honours for each piece of terrain in his possession at the end of the game. To be in a player's possession, a terrain piece must have one or more of his crew counters and no enemy crew counters on it.

5: THE STRAITS OF DESPAIR

The Chaos Fleets have cut off a vital trade route for the nations of the Old World. The foul workings of Chaos have changed the seascape itself, so that once pleasant islands are now black, craggy rocks that move with the crashing of tremendous waves, wrecking any ships that venture too near.

Two ancient Shoreforts, whose garrisons have protected the straits for years, have also fallen, and now stand as dark, brooding sentinels keeping the narrow channel shut.

Essential supplies must get through, so heavily armoured convoys must brave the perilous waters.

SET-UP

The set-up for The Straits of Despair is as follows:

Terrain

The Chaos player takes two Shoreforts, The Grinding Rocks of Doom, The Iron Crags and The Sea of Fire and places them in a line east to west across the centre of the board; there is no other terrain.

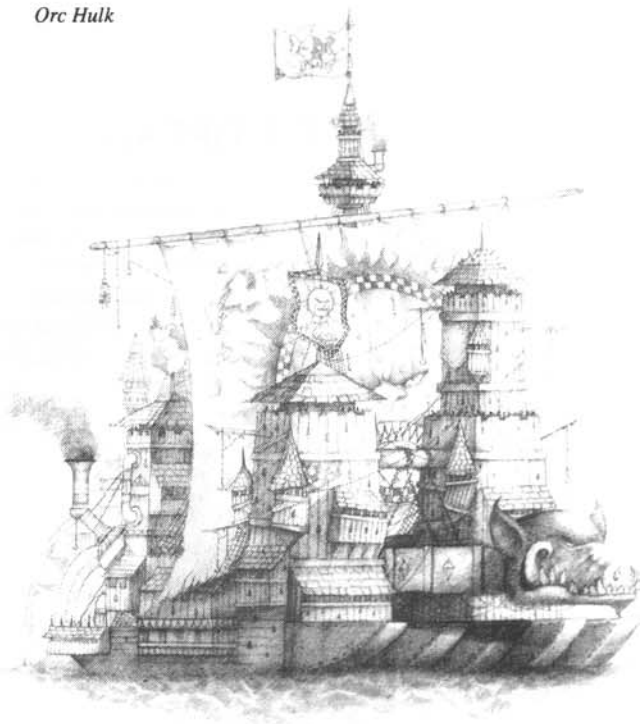
Fleets

The non-Chaos player chooses his fleet. He may field any non-Chaos fleet, chosen from any of the Fleet Lists. In addition, the Chaos player controls the Shoreforts.

The Chaos player gets half the amount of points that the non-Chaos player had to spend on his fleet. He must field a fleet from the Plaguefleet Fleet List.

Once both players have chosen their fleets, deploy them using the normal rules.

Orc Hulk



Objectives
The non-Chaos player must try and navigate the Straits of Despair and exit from the opposite table edge.

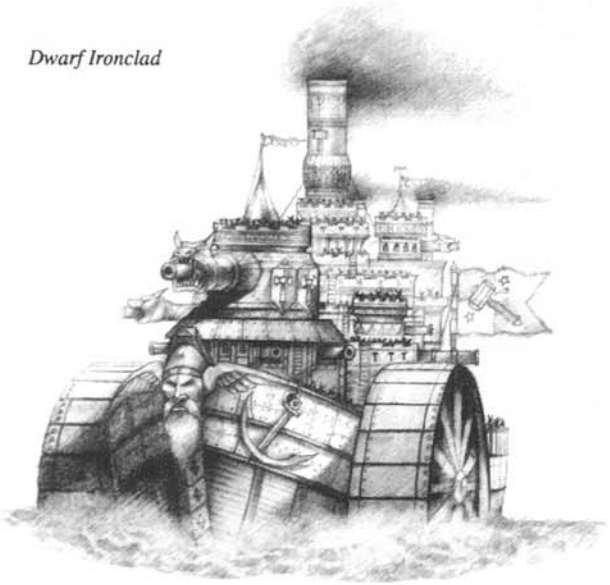
The Chaos player must try and prevent the non-Chaos player from escaping.

SPECIAL RULES
The Shoreforts use the rules from the Man O' War rulebook.

BATTLE HONOURS
The Chaos player gets all the normal Battle Honours.

The non-Chaos player gets no Battle Honours for sinking or capturing ships; instead, he gets Battle Honours for each of his own ships that he manages to get off the opposite table edge.

Dwarf Ironclad



6: ISLE OF DREAD
Every nation has its legends of the Isle of Dread: an accursed place on the edge of the Seas of Chaos, from which spews forth the feared Chaos Fleets. If the Isle of Dread truly exists, then it must be the nearest Chaos bastion to the Old World. From there the Plaguefleets put forth to ravage the nearby coasts of Norsca and Kislev, before pressing on to bring plague and destruction to the rest of the Old World.

Many nations have sent mighty fleets to find and destroy this cursed isle, but so far none have found success...

SET-UP
The set-up for Isle of Dread is as follows:

Terrain
Place one Shorefort in the centre of the board to represent the Isle of Dread. Take 3 Chaos crew counters at random and place them face-down on the Isle of Dread; they are revealed when it is attacked.

Then set up the terrain as you would for a normal game. The Chaos player may roll to see if he can bring on Chaos terrain if he wishes. The Isle of Dread does not count towards the total number of terrain pieces on the board.

Fleets
The non-Chaos player may field any non-Chaos fleet, chosen from any of the Fleet Lists. In addition, he gets 4 free Man O' War Cards, drawn at random.

The Chaos player must field a fleet chosen from the Plaguefleet Fleet List.

Once both players have chosen their fleets, deploy them using the normal rules.

Objectives
The non-Chaos player must storm the Isle of Dread and capture it.

The Chaos player must try and prevent the non-Chaos player from capturing the Isle of Dread.

SPECIAL RULES
The Isle of Dread fights like a Shorefort, using the rules from the Man O' War rulebook. It is controlled by the Chaos player.

BATTLE HONOURS
All the normal Battle Honours apply.

In addition, the player who controls the Isle of Dread at the end of the game gets an extra 5 Battle Honours.

COMBINING CHAOS AND NORMAL SCENARIOS
If you wish to combine the Chaos scenarios with those in the Man O' War rulebook, you can roll on the following table to see which scenario you will use for each battle in your campaign.

Roll	Scenario
1-2	Play a normal battle.
3-4	Play a scenario from the Man O' War rulebook; roll on the following table.
	1 After the Storm
	2 Treacherous Waters
	3 In the Jaws of a Trap
	4 Buried Gold
	5 The Treasure Fleet
	6 Storm the Shoreforts
5-6	Play a Chaos scenario; roll on the following table.
	1 Gold of the Dark Gods
	2 Plaguemonger
	3 Escape from the Chaos Wastes
	4 Dark Crusade
	5 The Straits of Despair
	6 Isle of Dread

CHAOS CAMPAIGN ROSTER

POWER/RACE:		TOTAL POINTS VALUE	

CHAOS LORD:	

CHAOS SORCERER

Level: Points Value:	Notes

MEN O' WAR

Name: Ship Type: Points Value:	Notes

Chaos Lord ☐ Chaos Sorcerer ☐

Name: Ship Type: Points Value:	Notes

Name: Ship Type: Points Value:	Notes

Name: Ship Type: Points Value:	Notes

SHIPS OF THE LINE

Squadron: Ship Type: Points Value: Ship 1: Ship 2: Ship 3:	Notes

Squadron: Ship Type: Points Value: Ship 1: Ship 2: Ship 3:	Notes

Squadron: Ship Type: Points Value: Ship 1: Ship 2: Ship 3:	Notes

Squadron: Ship Type: Points Value: Ship 1: Ship 2: Ship 3:	Notes

OTHER VESSELS

Ship Type: Points Value:	Notes

Ship Type: Points Value:	Notes

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SKAVEN CAMPAIGN ROSTER

RACE:	Skaven

TOTAL POINTS VALUE	

WARLORD:	

GREY SEER

Level: Points Value:	Notes

MEN O' WAR

Name: Ship Type: Points Value: Warlord ☐ Grey Seer ☐	Notes
Name: Ship Type: Points Value:	Notes
Name: Ship Type: Points Value:	Notes
Name: Ship Type: Points Value:	Notes

SHIPS OF THE LINE

Squadron: Ship Type: Points Value: Ship 1: Ship 2: Ship 3:	Notes
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